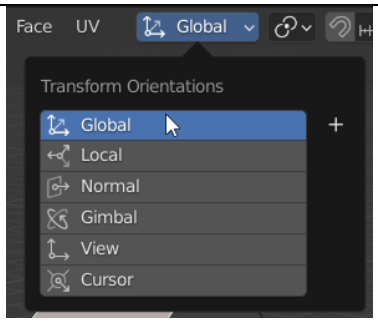
Blender – Fundamentals of Modeling

Section 2 – Mesh Editing

Extrude

Description	Command/Icon
Extrude Extrude a face, edge, or a single vertex	E, Extrude Icon *Figure 1 - Extrude Icon*
Undo Undo the last action you performed	CTRL + Z, Edit -> Undo
Redo Redo the action you just undid	SHIFT + CTRL + Z, Edit -> Redo
Global Transform Orientation Uses absolute world directions **Global Transform Orientation** Uses an object's local directions	 *Figure 2 - Transform Orientations Menu*
Merge Vertices by Distance Removes duplicate vertices	M -> Merge: By Distance
Extrude Faces Along Normals Extrudes each selected face along its own normal direction	Right-click a face -> Extrude Faces Along Normals