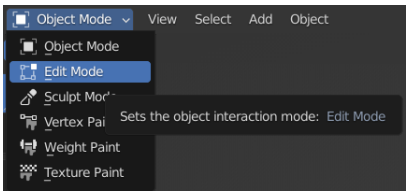
Blender – Fundamentals of Modeling

Section 1 – Getting Started

Edit Mode

Description	Command/Icon
Switch Between Object Mode/Edit Mode Switching to Edit Mode for a selected object allows us to alter the geometry for that object	TAB, Object Interaction Dropdown Menu  *Figure 1 - Object Interaction Dropdown*
Vertex Select Enabling Vertex Select lets us move individual vertices	1 while in Edit Mode, Vertex Select Icon *Figure 2 - Vertex Select Icon*
Edge Select Enabling Edge Select lets us move, scale and rotate individual edges	2 while in Edit Mode, Edge Select Icon *Figure 3 - Edge Select Icon*
Face Select Enabling Face Select lets us move, scale and rotate individual faces	3 while in Edit Mode, Face Select Icon *Figure 4 - Face Select Icon*
Viewport Shading Modes Viewport Shading Modes include: • Wireframe • Solid • Material Preview • Render Preview	Hold Z, mouse over the mode, Release Z, Hold Z, click the mode, Hold Z, (2, 4, 6, or 8) on the numpad Viewport Shading Icons *Figure 5 - Viewport Shading Icons in Solid Mode*