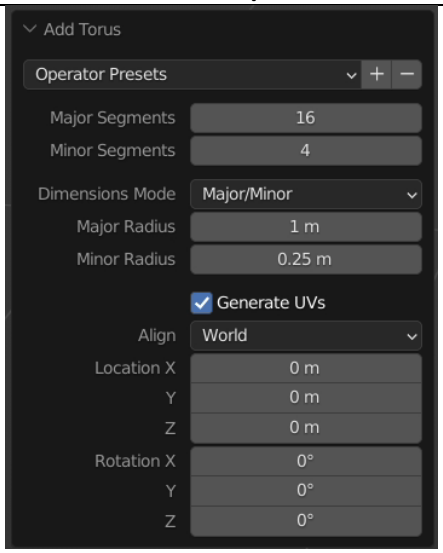
Blender – Fundamentals of Modeling

Section 2 – Mesh Editing

Loop Selection

Description	Command/Icon
Mini Menu You can parameterize a new mesh by expanding the mini menu and changing properties of the mesh.	 *Figure 1 – Mini Menu for the Torus*
Pick Shortest Path Selects a segment of edges, selecting all edges on the shortest path between two selected edges	Select an Edge, then CTRL + Left Click on another Edge
Select Edge Loops Selects a loop of connected edges	Select -> Select Loops -> Edge Loops, ALT + Left Click on an Edge
Select Edge Rings Selects all adjacent rings in a mesh	Select -> Select Loops -> Edge Rings
Select Adjacent Edges Selects adjacent edges to the selected edge	CTRL + ALT + Left Click on an Edge
Merge Vertices at Center Merges all selected vertices at their geometrical center	M -> Merge: At Center
Merge Vertices at Cursor Merges all selected vertices at the location of the 3D Cursor	M -> Merge: At Cursor