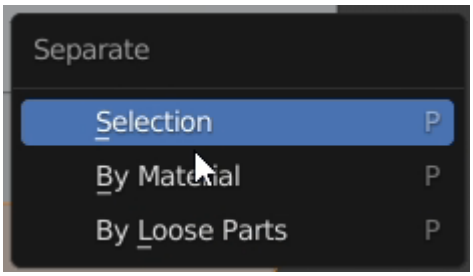
# Blender – Fundamentals of Modeling

*Section 2 – Mesh Editing*

## Loop Cut

| Description | Command/Icon |
|---|---|
| **Loop Cut**<br>Cut a loop along an edge | CTRL + R,<br>Loop Cut Icon<br> <br>*Figure 1 – Loop Cut Icon* |
| **Snapping**<br>Constrain transformations to discrete increments | Snap Icon<br> <br>*Figure 2 – Snap Icon* |
| **Separate by Selection**<br>Separates part of a mesh into its own mesh object | P -> Separate: By Selection,<br>Right-click on selection, and choose Separate: By Selection<br>  <br>*Figure 3 - Separate Menu* |
| **Join**<br>Combines multiple selected objects into a single mesh object | CTRL +J |
| **Select Linked**<br>Selects all faces, edges or verts connected to the selection | L |