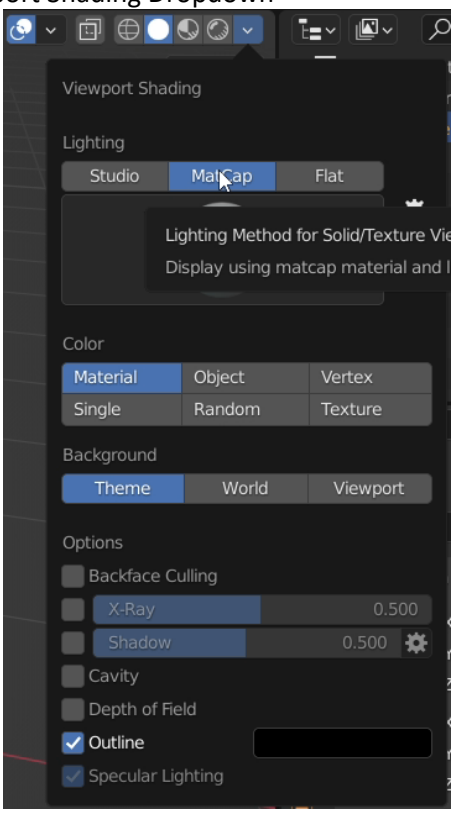
Blender – Fundamentals of Modeling

Section 2 – Mesh Editing

Knife

Description	Command/Icon
Knife Cut arbitrary edges into a mesh	K, Knife Tool Icon *Figure 1 – Knife Tool Icon*
Viewport Shading Settings for determining how meshes look in the scene.	Snap Icon *Figure 2 – Snap Icon*
Separate by Selection Separates part of a mesh into its own mesh object. Lighting modes include Studio, MatCap, and Flat Enabling Cavity allows for a better view of the cavities and edges on the mesh	Viewport Shading Dropdown  *Figure 3 – Viewport Shading Menu*