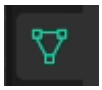
Blender – Fundamentals of Modeling

Section 2 – Mesh Editing

Section Challenge

Description	Command/Icon
Isolate Object Hides all other objects and focuses on the selected object NOTE: Slash (/) brings you out of this; you can't show the other objects with the eye icon in the Outliner.	/
Move to Collection Moves the selected object(s) into a chosen collection (or a new one if + New Collection is selected)	M -> Choose Collection
Mark Sharp Marks edge(s) as sharp so they aren't shaded smooth	In Edit Mode: CTRL + E -> Mark Sharp
Clear Sharp Removes sharp from an edge so it's not shaded sharp when the mesh is shaded smooth	In Edit Mode: CTRL + E -> Remove Sharp
Auto Smooth Shades the mesh as smooth. All edges above the Auto Smooth threshold are shaded sharp, but all edges below it are shaded smooth	Object Data Properties -> Normals -> Auto Smooth  *Figure 1 - Object Data Properties Icon*