


Blender – Fundamentals of Modeling

Section 2 – Mesh Editing

Reference Images and Collections

Description	Command/Icon
Reference Images Reference images can be dragged in by clicking on them in Explorer and dragging them into the viewport	Click and drag into the Viewport
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  <i>Figure 1 - Object Data Properties Icon</i>