

Blender – Fundamentals of Modeling

Section 2 – Mesh Editing

Fill

Description	Command/Icon
Fill Fill in faces when multiple edges or vertices are selected Fill in an edge when two vertices are selected	F
Poke Faces Creates triangles out of an n-gon, each connected to a central point	Right Click -> Poke Faces in Face Select
Circle Select Selects faces, edges or vertices with a selection circle. Middle mouse wheel to change the circle size.	C
X Ray See and select through objects, similar to wire frame	ALT + Z