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			
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 Viewport Shading Lighting Studio Mal ap Flat Lighting Method for Solid/Texture Vie Display using matcap material and I Color Material Object Vertex Single Random Texture Background Theme World Viewport Options Backface Culling X-Ray O.500 Shadow Cavity Depth of Field Outline Specular Lighting Figure 3 — Viewport Shading Menu			