

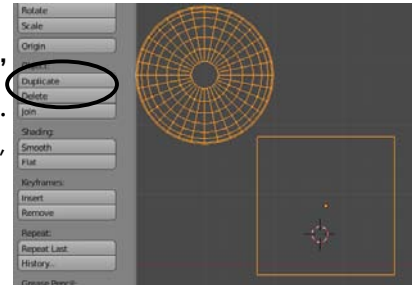
## Chapter 3- Creating and Editing Objects

### Joining/Separating Meshes and Boolean Operations

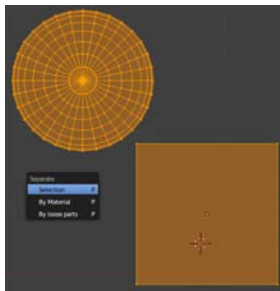
Now that you have some experience with basic editing, here's a few more options:

#### Joining Meshes:

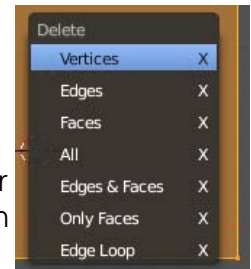
To join 2 or more meshes together, Hold down the “**Shift**” key to select them, then press “**Ctrl**” and “**J**” to join them. They will retain any materials you have placed on them, but will be one object. Also available in the Tool Shelf.



#### Separating Meshes:



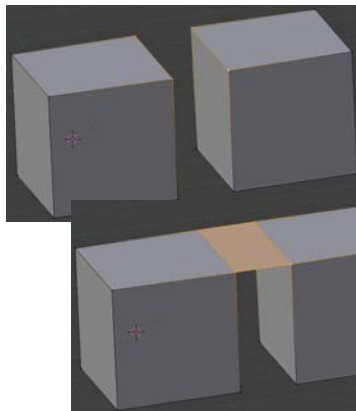
In order to break up a mesh, you need to be in edit mode (**Tab** Key) and select the vertices you wish to separate from the rest of the mesh. With vertices selected, type the “**P**” key (I like to think of it as *partition*) and select your option. You also an option to separate all loose parts.



#### Deleting Vertices, Edges, and Faces:

If you want to make a hole in a mesh, select the vertices, edges, or faces you wish to remove, then hit the “**Delete**” key. Select the option of what you wish to delete.

#### Adding Faces:



Sometimes, you need to fill in holes in a mesh by creating your own faces. To do this, go into edit mode and select the vertices you wish to face together (you are limited to 4 vertices in a group). With vertices selected, hit the “**F**” key. A face will be formed. Here is an example of 2 cubes joined together with a space that needs filled between them. In edit mode, select the 4 vertices (hold down **shift** key and **right click** on them), then type **F**. A face will be created. **Ctrl- F** will give a *Face Specials* menu of options that will allow a larger set of closed vertices to be faced with additional options.

**RoboDude Says:** Adding and deleting faces and vertices are the basics in any model construction. It is important to become comfortable with these operations while knowing how to accurately work within your viewports.

