

Chapter 3- Creating and Editing Objects

The Tool Shelf

If you're familiar with older versions of Blender, this is a big change. In edit mode, you were able to access several edit commands with the "W" key (Specials Menu). You still can, but most of these options are now in the *Tool Shelf* as well. There are also commands that were once grouped in Editing buttons in the tool shelf. Here's what you can find there and some descriptions of what we need:

Tool Shelf- Object Mode:



Transform:

Rather than hitting G,R, or S, you can click these buttons.

Origin:

Used to re-center your object's geometry and center point.

Object:

Copy, Delete or Join selected meshes

Shading:

Changes a between flat shading and smooth shading (works best with Auto-Smooth in Object Data buttons)

Keyframes:

Same as hitting "I" key for animation.

Repeat:

Repeat your last operation or a list of past operations.

Grease Pencil:

Used to make mark-up notes on your screen.

Tool Shelf- Edit Mode:



Transform:

Same as Object Mode, but for selected vertices only.

Deform:

Edge Slide- moves selected edges.

Rip- opens mesh at a selected vertex.

Smooth Vertex- smooths a selected area with clicks.

Add:

Extrude- same as hitting "E" with vertices selected.

Subdivide- cuts selected vertices and provides more detail.

Loop Cut/Slide- controlled dividing.

Duplicate- Make copies.

Spin/Screw- revolved copying.

Remove:

Deletion options, merging of vertices, and removal of double vertices.

Normals:

Flips face calculations to all face the same way. Helpful with smoothing.

UV Mapping:

Used to help make textures match the mesh.

Shading:

Same as in object mode.

More About the Object's Origin:

The object's origin is the small dot for an object. By default, it is in the middle of the object, but can get moved if you move an object in edit mode (moving vertices only and not the entire object). To fix this, or to move it to a usable location (for example, a door needs it's origin on the edge to act like a hinge), use the origin option in the tool shelf to move the object-to-center, the center-to-object, or center-to-cursor location. Remember that the cursor can be accurately placed using the Shift-"S" command.