

## Chapter 3- Creating and Editing Objects

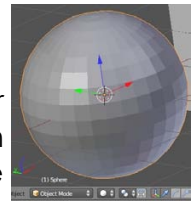
### Edit Mode- Mesh Editing

After you have created a mesh, you can go into Edit mode (Tab key or Mode option in window) and change its shape. In edit mode, you can work with the shape's individual verticies (mesh intersections) to create the shape you want. You know you're in edit mode when you see pink or yellow dots on the selected object. Pink dots are unselected verticies while yellow dots are selected verticies.

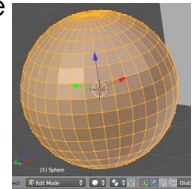


#### **RoboDude Asks: How Do I UNDO a mistake?**

Pressing CTRL-Z will take you back 1 step at a time (edit or object modes). CTRL-SHIFT-Z will redo what you undid.



**Object Mode**



**Edit Mode**

#### **Selecting Verticies:**

While in edit mode, to select a single vertex, RMB click on the vertex. To select multiple verticies, hold down the **Shift** key while RMB clicking on them. To drag a window around verticies, type "**B**" key and drag a window to select. Typing the "**C**" key will bring up a circular selection tool that can be sized by pressing the "+" or "-" keys on the number pad. Scrolling the center mouse wheel will do the same as "+" and "-" keys. To select verticies in circle select mode, hold down the LMB. To de-select verticies, hold down the mouse wheel. Pressing "**Esc**" will get you out of the circular selection tool. **In order to select all verticies or deselect currently selected ones, hit the "A" key (for all) once or twice.**

#### **Viewing (Shading) Options:**

In order to be able to see your objects better in object and edit modes, you can change the way your scene is displayed. The main options are Solid and Wireframe and changed with the "Z" key, but other views are available. All are available in the bottom of the 3D window by the drawing modes.

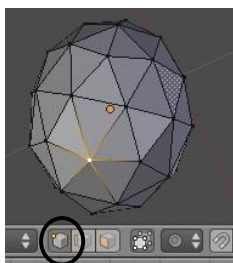


*Solid Wireframe*

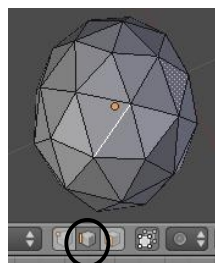


#### **Edit Mode Selection Options:**

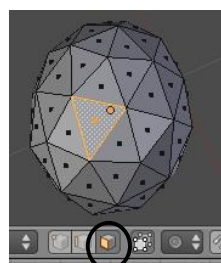
By default, you are selecting verticies, but you can also select edges and faces. You can find these options at the bottom of the 3D window while in edit mode.



**Vertex Select**



**Edge Select**



**Face Select**



**In Solid view, this button will hide back faces, edges and verticies. (Occlude background geometry)**

After selecting the verticies, you can use the same basic modifiers we talked about in the previous exercise ("**G**"-grab or move, "**S**"-scale, "**R**"-rotate).