

## Accessing Modeling Tools

There are different ways to access the modeling tools in Blender. You can access all the tools from menus, but most of the tools also have their own keyboard shortcuts to speed up the process.

You can access the modeling tools as follows:

- 3D Editor's header's Mesh Menu in the 3D Editor's header > select submenu for Vertices, Edges, Faces.
- 3D Editor's Edit Mode > Tools Shelf (**T-KEY**)  
Most of the main modeling tools are in the Tools Shelf when you're in Edit Mode.
- Menus for vertex (**CTRL + V-KEY**), edge (**CTRL E-KEY**), face (**CTRL + F-KEY**) and a special (**CTRL + W-KEY**) menus for options.