

Border Select

Access:

Keyboard shortcut: **B-KEY** > Drag out rectangle

Mode: UV/Image Editor

Panel: None

Menu: None

Description:

The Border Select Tool works in a similar fashion to that in the 3D Editor except that there is no menu option for activating it. The tool is activated by pressing the B-KEY. The selection is made by holding down the LMB and dragging a rectangle around the items to be selected. Releasing the LMB completes the selection. Additional selections may be added by repeating the process, that is, holding down the LMB and dragging a rectangle to select and then releasing the LMB.

To Use the Tool:

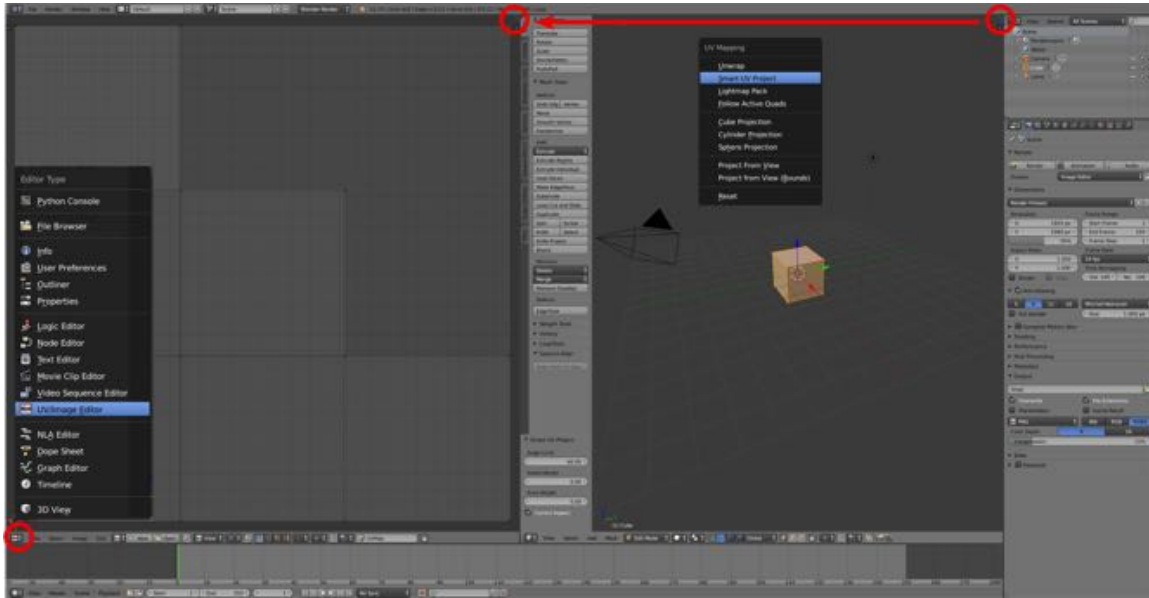
- **Press the B-KEY and RMB drag out a rectangle** around the item(s) to be selected.
- **Release the RMB** to complete the selection.

Let's Try It:

Setup

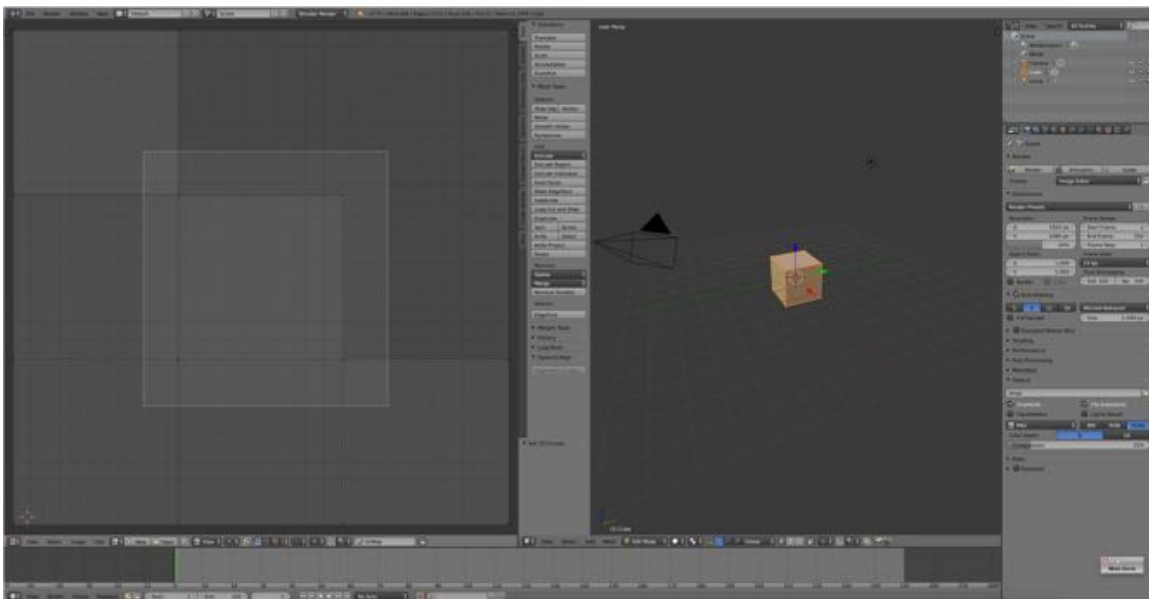
- **Open Blender** and **drag** on the **hatched area** in the upper right-hand corner of the 3D Editor to **create a second 3D Editor Frame**.
- In the left-hand corner of the **left-hand 3D Editor's Header** **LMB** click on the **Editor Selection Icon** and **select UV/Image Editor**.
- **Hover** the mouse cursor over the **UV/Image Editor** and **press the F-KEY** to expand the UV grid.
- In the **3D Editor Edit Mode** **select (A-KEY)** the **Default Cube**.
- **Press the U-KEY** then **select** from the Popup Menu **Smart UV Project** and **LMB** click **OK**.

End of setup



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- Press the **B-KEY** and **RMB** drag out a rectangle around the center face.



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- Release the **RMB** to complete the selection.

Additional Comments:

The Border Selection Tool adds to the previous selections. In order to select only the contents of the rectangle, first deselect (**A-KEY**) any previous selections.

For More Information:

Blender Reference Manual, **Basic Selection**

<https://www.blender.org/manual/modeling/meshes/selecting/basics.html?highlight=select>