

Circle Select

Access:

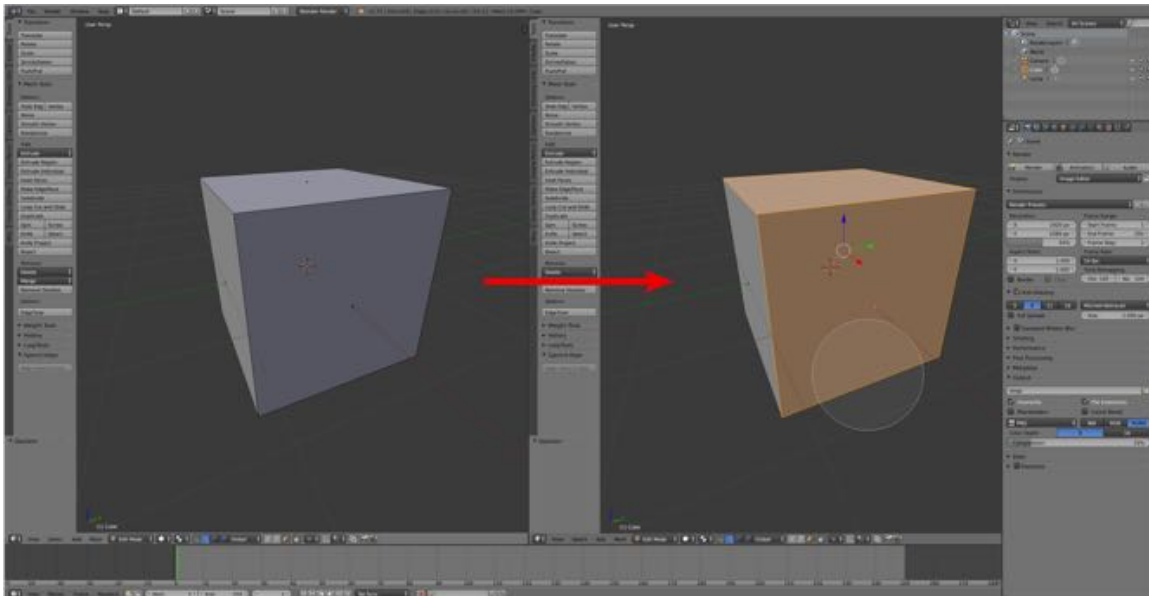
Keyboard shortcut: **C-KEY > LMB Drag**

Mode: 3D Editor: Object Mode
3D Editor: Edit Mode

Panel: None

Menu: Select > Circle Select

Description:



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The Circle Select Tool is activated by pressing the C-KEY. Once activated, the mouse cursor changes to a circle the size of which can be controlled by scrolling the mouse wheel. To select items you have to hold down the LMB while dragging. You must also confirm your selection by pressing RMB, ENTER or RETURN. You can add to the selection by pressing the C-KEY and LMB dragging again. Pressing ALT/OPT + LMB dragging deselects items. Pressing ESCAPE cancels the selection.

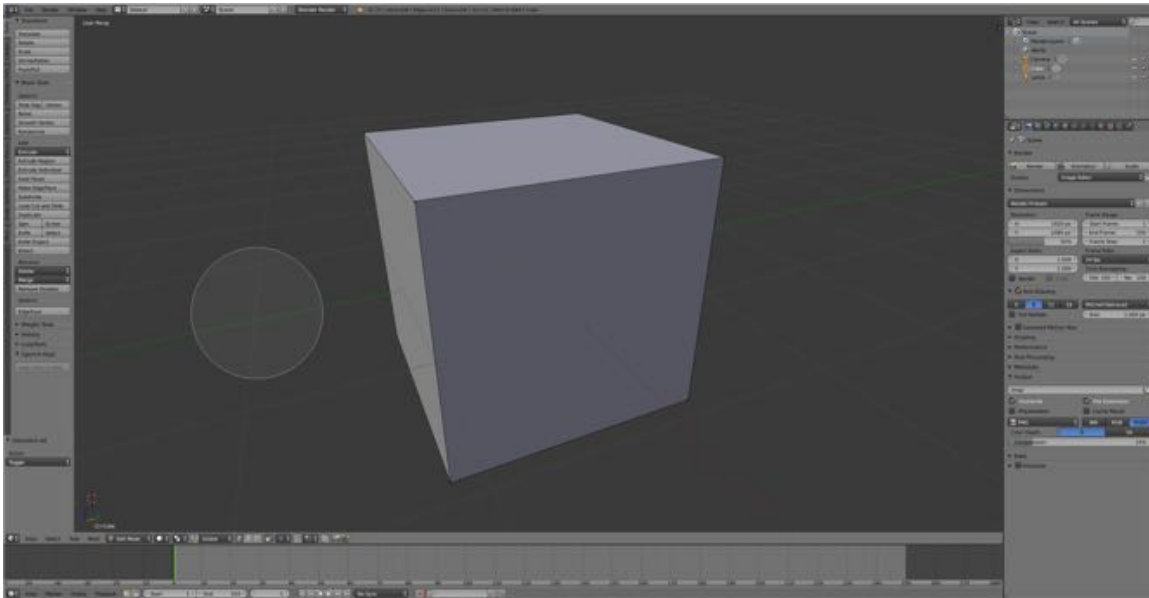
For Face Selection Mode (Edit Mode), the circle must intersect the face indicators, represented by small pixel squares at the center of each face.

To Use the Tool:

- Press the **C-KEY** and **adjust** the **size** of the circular cursor using the mouse scroll wheel.
- **LMB drag** over the items to be selected.
- Press **RMB**, **ENTER** or **RETURN** to confirm.

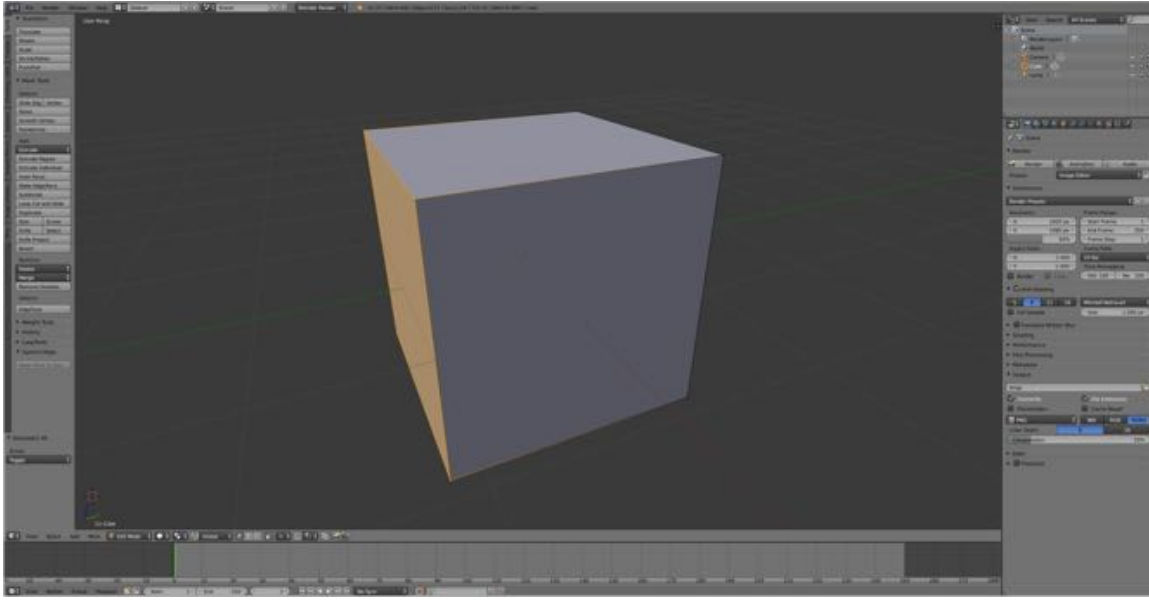
Let's Try It:

- **Open Blender** and **switch** to the 3D Editor's **Edit Mode** and **Vertex Selection Mode**.
- Press the **C-KEY** and **increase** the **size** of the circular cursor slightly using the mouse scroll wheel.



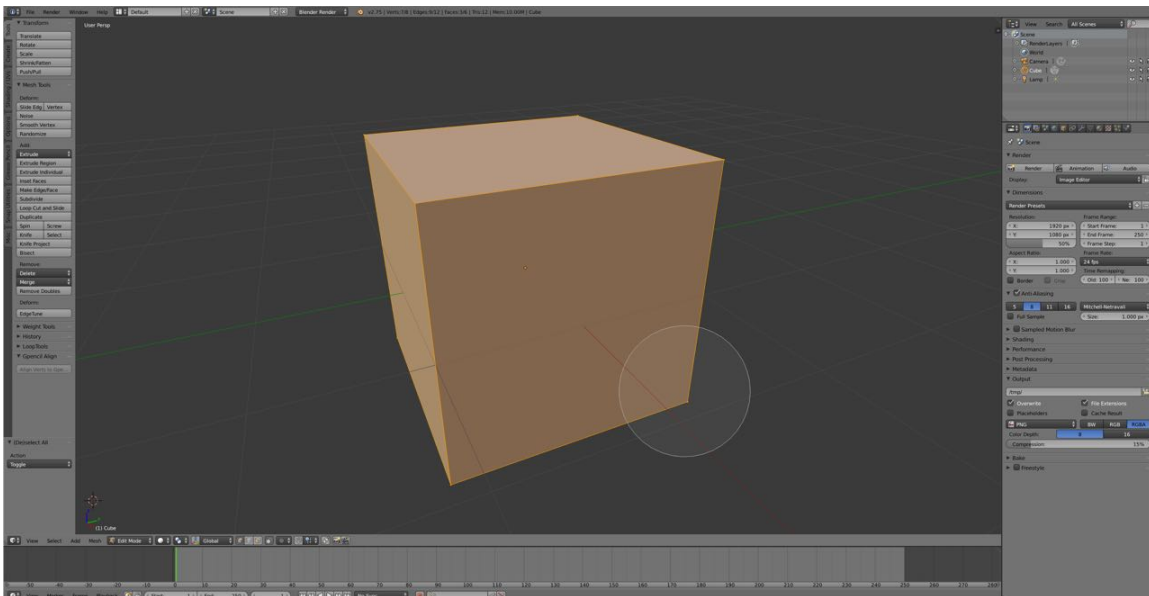
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- **Hold** down the **LMB** and **drag** the circular cursor to **select** the **four vertices** of the Default Cube's **left face**.
- Press **ENTER** to confirm.



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- **Press the C-KEY and LMB drag** to select the **visible vertices** of the cube's **right face**.
(Note, that in this case you do not have to hold down the ALT/OPT-KEY to make further selections because you have already confirmed the first selection, which then remained selected.)
- **Press RMB** to confirm.



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Additional Comments:

The Circle Select Tool is a useful way to make selection, even though it is often a little annoying because you have to remember to confirm the selection before you can carry out another activity.

For More Information:

Blender Reference Manual, Basic Selection

<https://www.blender.org/manual/modeling/meshes/selecting/basics.html?highlight=basic%20selection>