

Delete

Access:

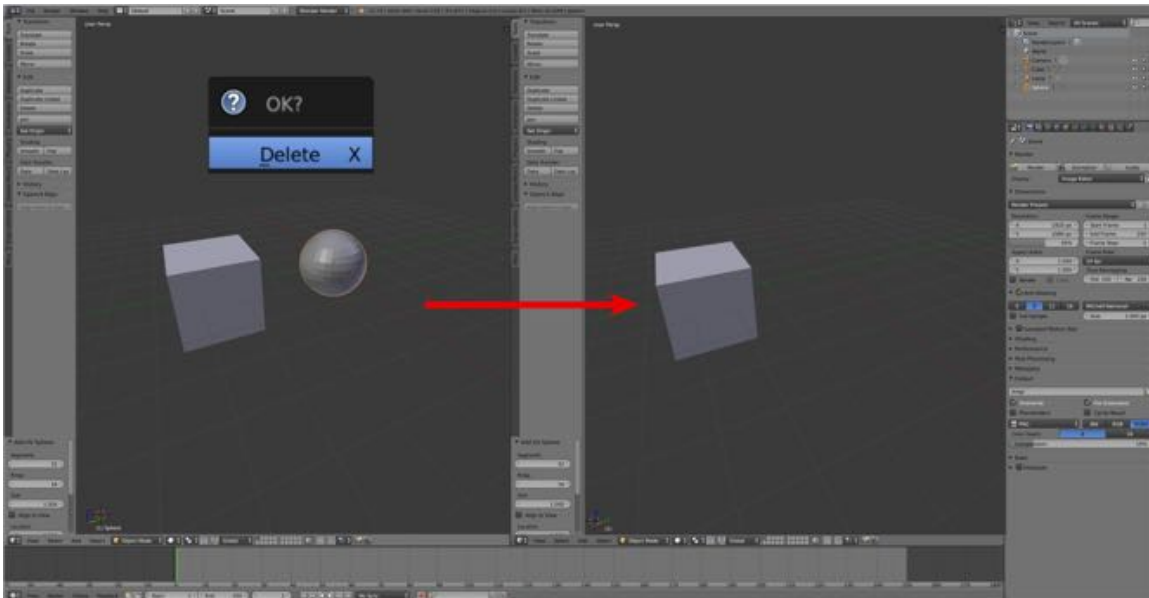
Keyboard Shortcut: **X-KEY**

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

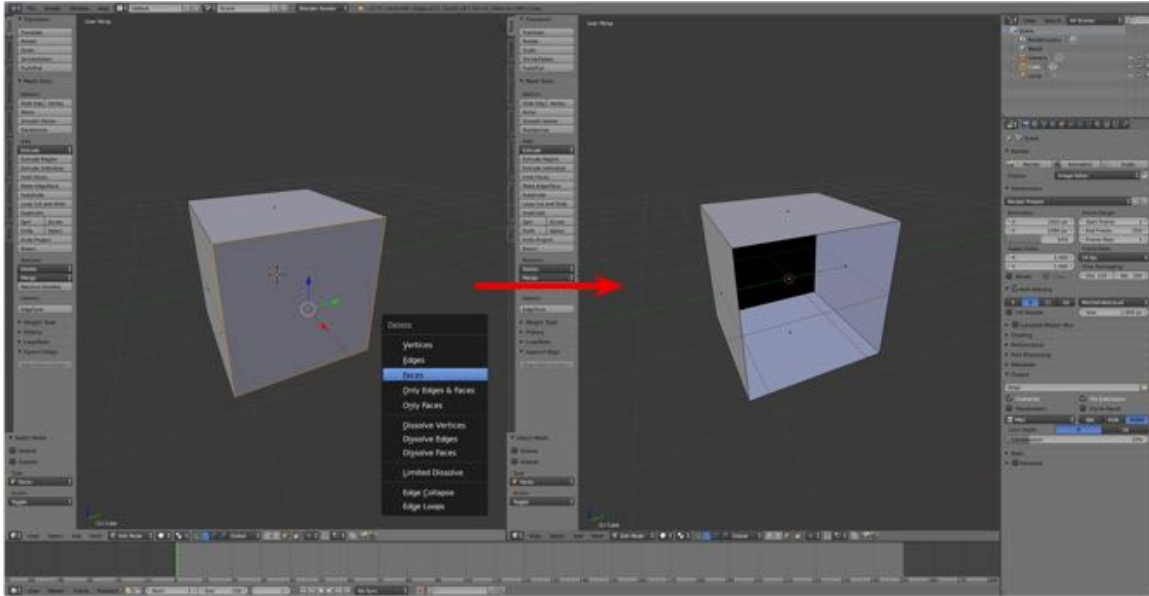
Panel: 3D Editor: Object Mode > Tool Shelf > Edit > Delete
3D Editor: Edit Mode > Tool Shelf > Remove > Delete

Menu: Object Mode: Object > Delete
Edit Mode: Mesh > Delete

Description:



Delete mesh (**X-KEY** > **Delete**).



Delete element (face) (**X-KEY** > **Faces**).

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This tool is used to delete whole meshes, part of a mesh, or vertices, edges and faces.

This tool is used to delete meshes (objects). More than one mesh in the scene can be selected for deletion. In Object Mode, RMB click to select the first mesh and SHIFT + RMB click to select subsequent meshes.

To use the Tool:

Object Mode

- **Switch** to the 3D Editor's **Object Mode**.
- **Select** the **mesh** by **RMB** clicking on it. The mesh will be outlined in orange.
- **Press** the **X-KEY** and **select Delete** from the menu that appears.

Edit Mode

- **Switch** to the 3D Editor's **Edit Mode**.
- **Select** whole meshes, part of a mesh, or vertices, edges and faces.
- **Press** the **X-KEY** and **select Vertices, Edges or Faces** from the menu that appears.

Note: To delete vertices, edges or faces that are hidden in Solid View Mode, Press the **Z-KEY** to switch to Wireframe View Mode. Press the Z-KEY again toggles back to Solid Mode.

Other options:

Only Edges & Faces

Deletes the selected edges and adjacent faces.

Only Faces

Removes faces, but edges within face selection are retained.

Edge Collapse

Collapses adjoining edges into a single vertex.

Edge Loop

Deletes an edge loop.

Let's Try It:

Object Mode

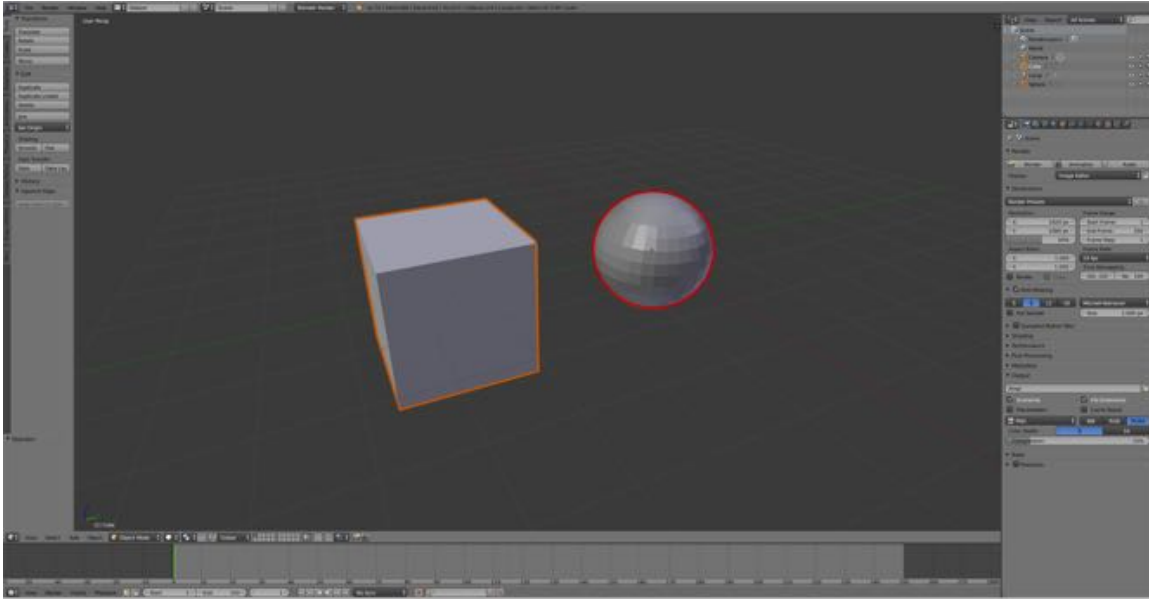
- **Open Blender.**
- **Select (RMB) the Default Cube.**
- **Press the X-KEY > Delete.**

Edit Mode

- **Open Blender.**
- **Switch to Edit Mode and Face Selection Mode.**
- **Select a face of the default cube (RMB).**
- **Press the X-KEY > Faces.**

Additional Comments:

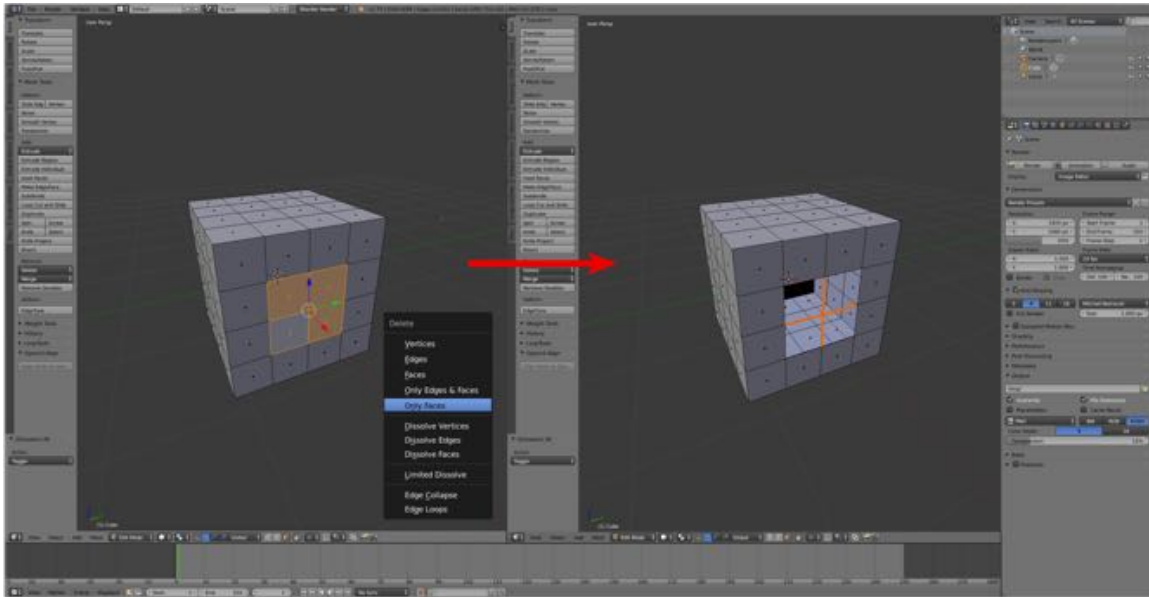
More than one mesh (object) can be selected at once by RMB clicking to select the first and SHIFT + RMB clicking to select subsequent meshes. The last mesh (the active mesh) selected will be outlined in orange whereas the previously selected meshes will be outlined in red.



Two meshes selected for deletion.

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In Edit Mode, the Delete Tool Menu offers several options. For example, you can delete faces (only) without removing the edges between them.



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For More Information:

Blender reference Manual, **Delete Tool**

<https://www.blender.org/manual/modeling/meshes/editing/basics/deleting.html?highlight=delete>