

# Dissolve

## Access:

Keyboard Shortcut: **X-KEY**

Mode: 3D Editor: Edit Mode

Menu: Mesh > Delete > Dissolve Vertices or Dissolve Edges or Dissolve faces.

## Description:

Dissolve removes vertices, edges and faces then fills in the hole with a single n-gon. This is a useful tool for reducing LOD (level of detail).

## To Use the Tool:

- **Select (RMB) two or more adjacent vertices, edges or faces.**
- **Press the X-KEY and select Dissolve Vertices, Dissolve Edge, Dissolve Faces or Limited Dissolve** from the menu that appears.

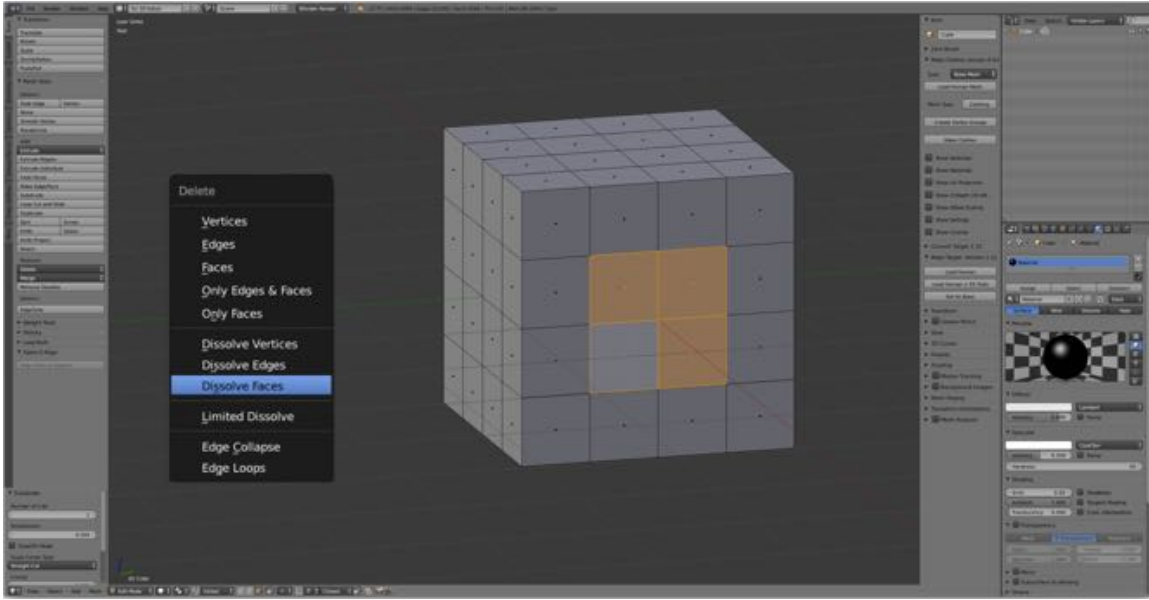
## Let's Try It:

### Setup

- **Open Blender**, remove the Splash Screen and enlarge the default cube (**HOME-KEY**).
- **Switch to Edit Mode and Face Selection Mode.**
- **Select** the default cube (**A-KEY**).
- Click on "**Subdivide**" **twice** in the **Tool Shelf** to subdivide the cubes faces.
- Deselect the cube (**X-KEY**).

### End of setup

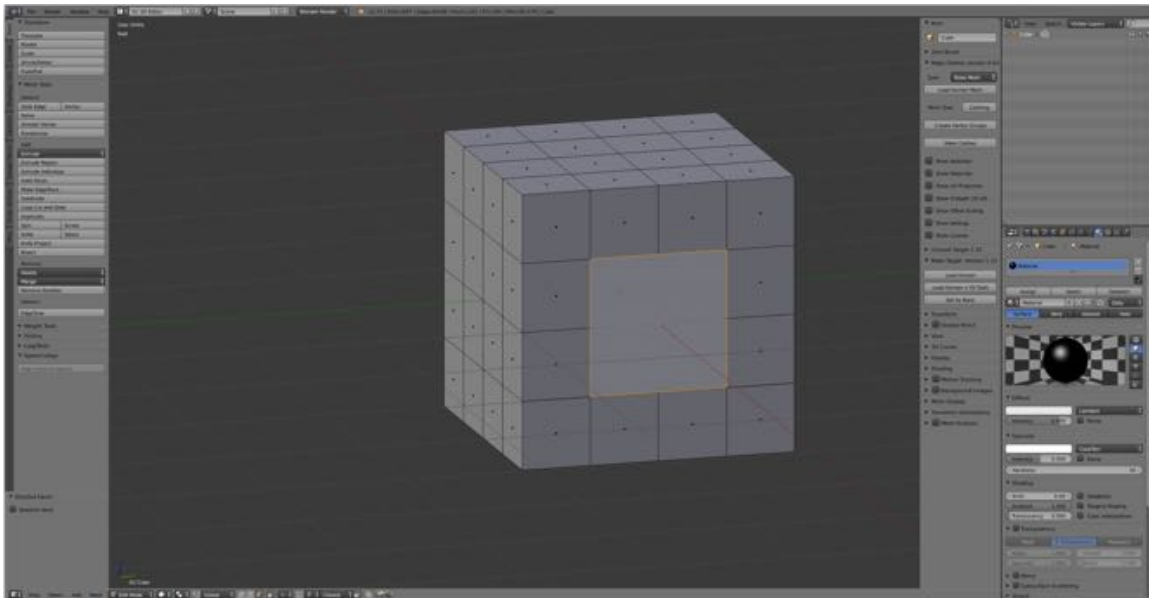
- **Select (RMB > SHIFT + RMB)** any four adjacent faces of the default cube.



Four faces selected the X-KEY pressed to bring up Delete Popup Menu.

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- Press the **X-KEY** and select “**Dissolve Faces**”.



Four faces replaced by one n-gon (one face).

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Try it with vertices or edges. Note that, depending on your selections, you can end up with a pretty deformed n-gon.

### **Additional Comments:**

This is a useful tool for reducing LOD (level of detail).

## **For More Information:**

Blender Reference Manual, **Dissolve Tool**

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

Blender 2.7 Tutorial #21 : **Dissolve & Limited Dissolve** by BornCG

<https://www.youtube.com/watch?v=hnRoEKpt37k>