

# Duplicate

## Access:

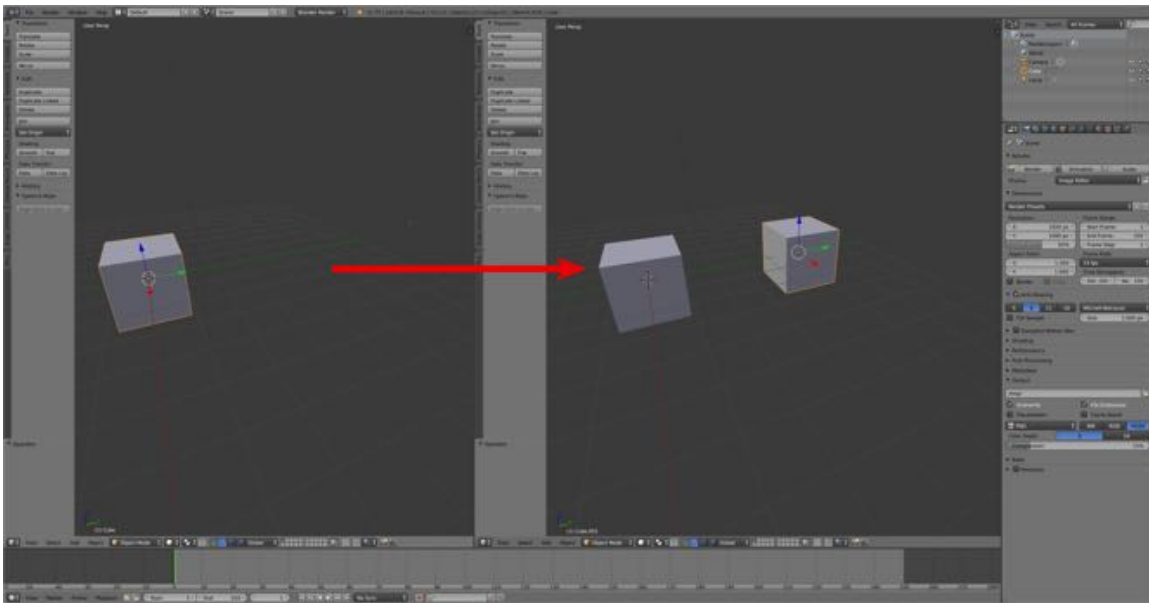
Keyboard shortcut: **SHIFT + D-KEY**

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

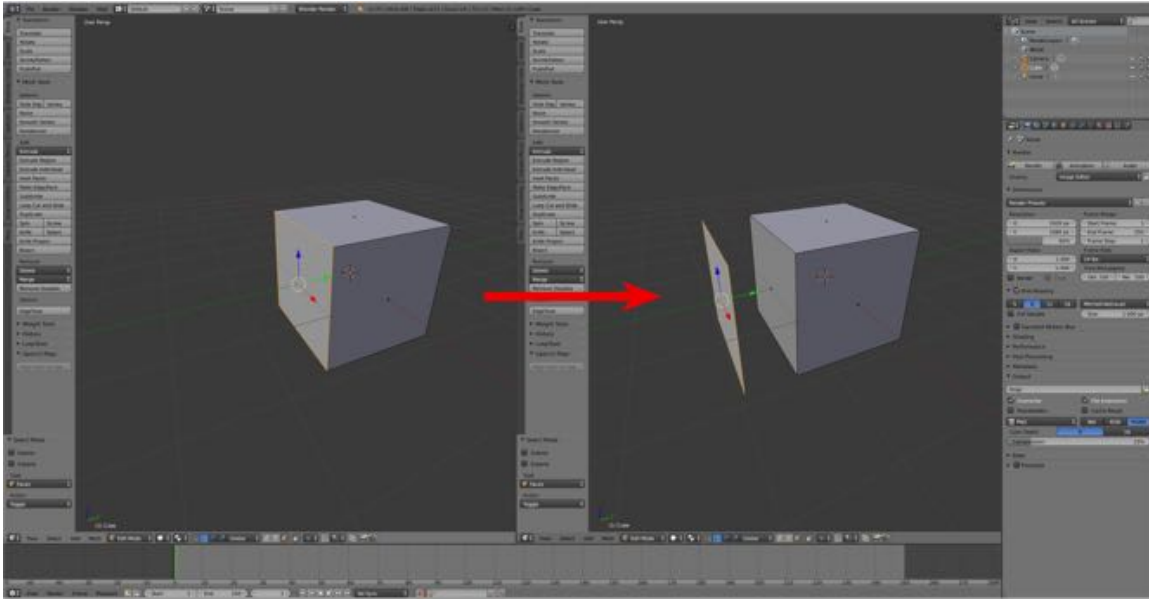
Panel: 3D Editor: Object Mode > Tool Shelf > Edit > Duplicate  
3D Editor: Edit Mode > Tool Shelf > Add > Duplicate

Menu: Object Mode: Object > Duplicate  
Edit Mode: Mesh > Duplicate

## Description:



Mesh duplicated.



Face duplicated.

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This tool is as simple as it sounds. You can duplicate a mesh, part of a mesh, edge(s) or vertices and you can then place the duplicate anywhere.

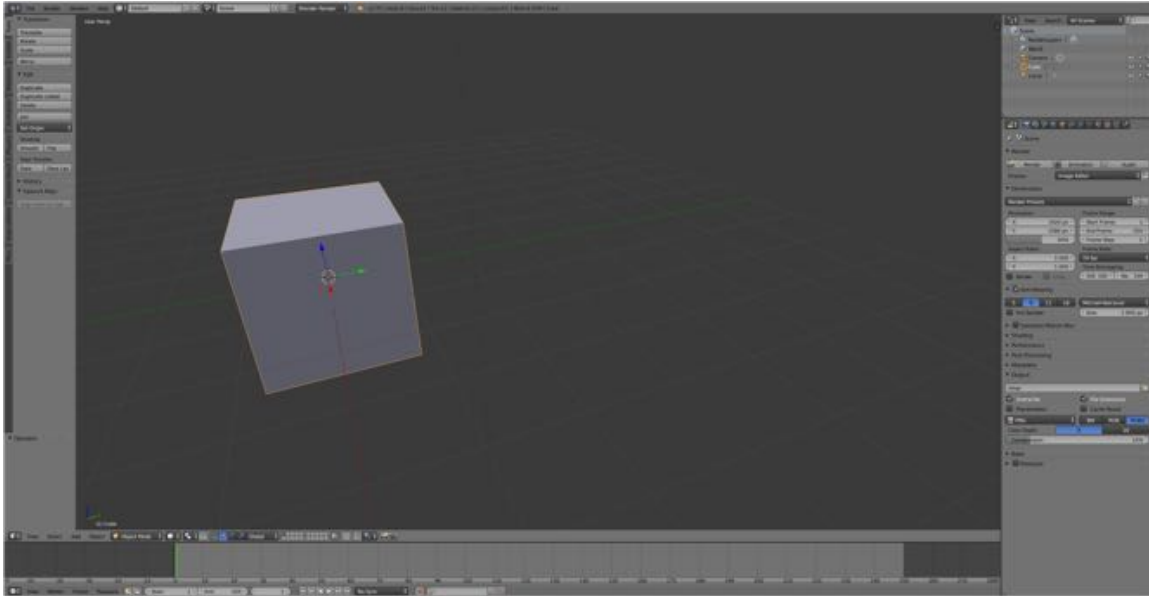
### To Use the Tool:

- **Select** one or more meshes, vertices, edges or faces.
- **Press SHIFT + D-KEY**. (You can follow by pressing the X-, Y- or Z-KEY to constrain the movement to an axis.)
- **Drag** to move the selection.
- **LMB** click to **confirm**.

### Let's Try It:

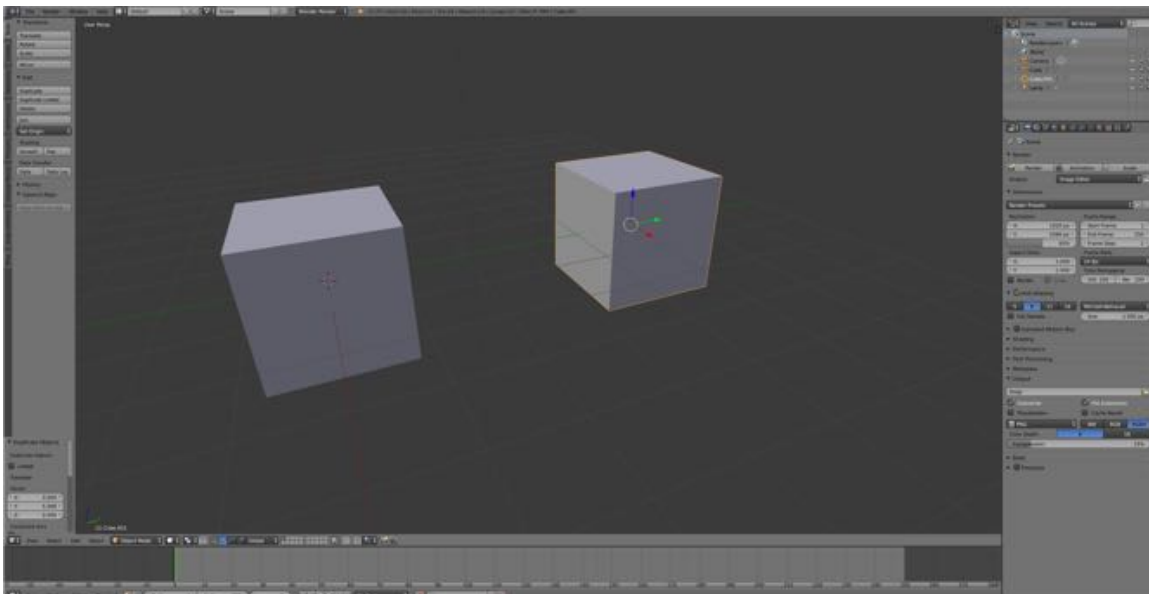
#### Object Mode

- **Open Blender**.
- With the Default Cube selected, **press SHIFT + D-KEY**.



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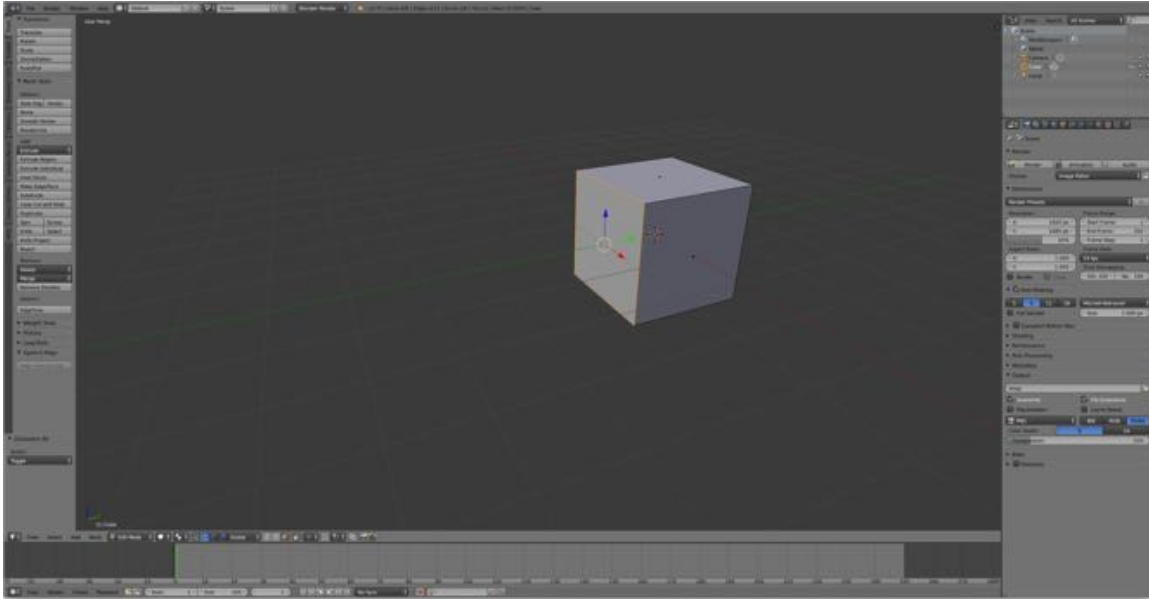
- **Drag** to **move** the duplicated cube to a new location.
- **LMB** click to **confirm**, or **RMB** to cancel.



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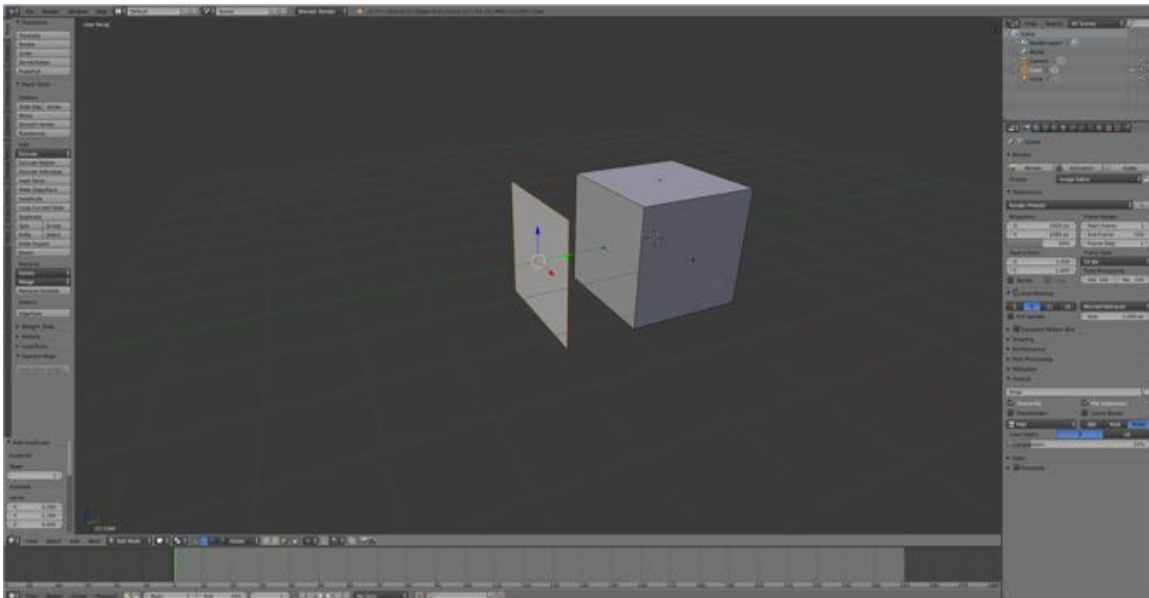
## Edit Mode

- **Open Blender** and **switch** to the 3D Editor's **Edit Mode** and **Face Selection Mode**.
- **Select (RMB)** the **right side face** of the Default Cube.



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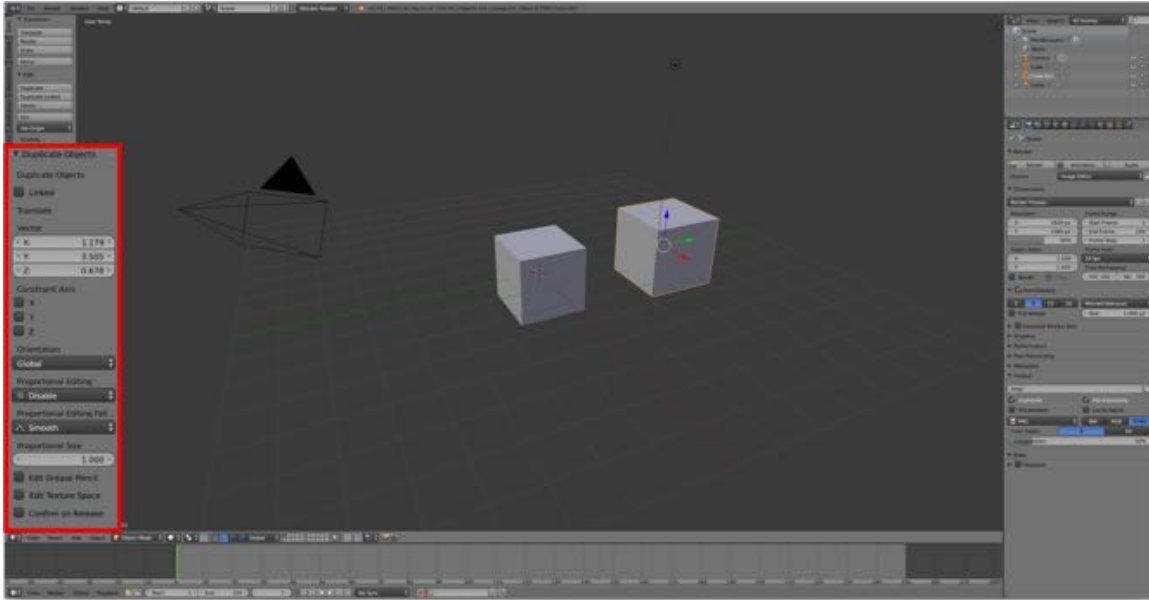
- Press **SHIFT + D-KEY** and **drag** to **move** the duplicated face to a new location.
- **LMB** click to **confirm**, or **RMB** to cancel.



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### **Additional Comments:**

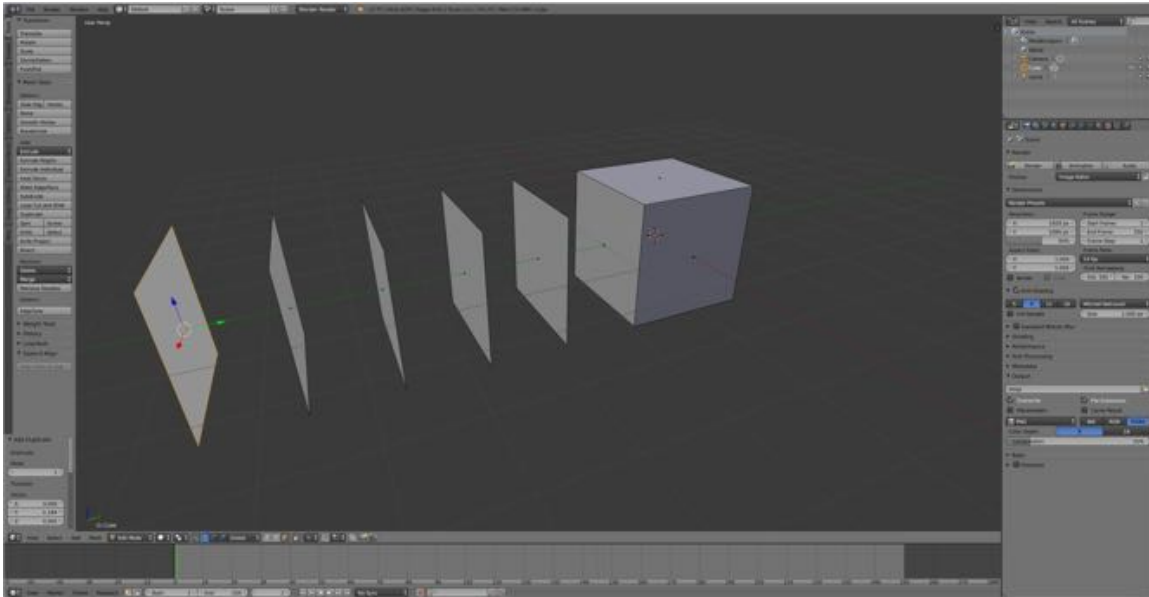
From the Tool Shelf's Operator Pane you can select from a number of options to control your duplication. If need be, drag up on the Operator Pane up to bring all of the options into view.



The Operator Pane offers several options.

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If multiple duplicates are required, following the first duplication and positioning with **SHIFT + R-KEY** to repeat the last action can save time.



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## Linked Duplication

You can also duplicate and link the duplicate to the original object by using **ALT/OPT + D-KEY**. If you then edit one object the other object will also be edited (linked).

## **For More Information:**

Blender Reference Manual, **Duplication**

<https://www.blender.org/manual/modeling/objects/duplication/introduction.html>