

## Hide/Reveal

### Access:

Keyboard shortcut: **H-KEY** (Hide)  
**ALT/OPT + H-KEY** (Reveal)  
**SHIFT + H-KEY** (Hide portion which is not selected)

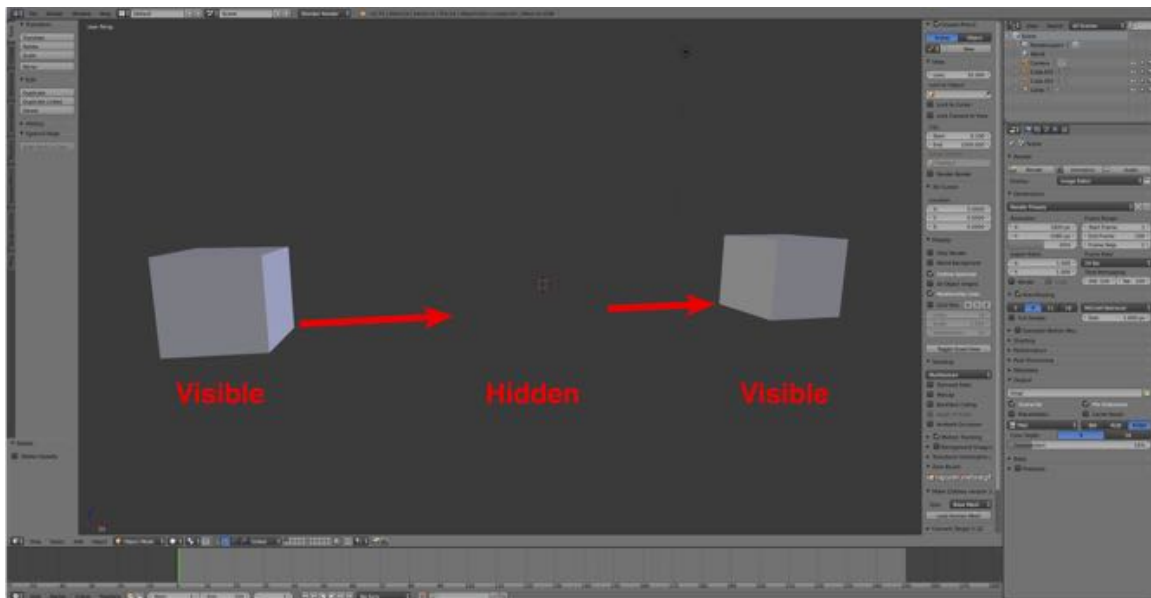
Mode: 3D Editor: Object Mode  
3D Editor: Edit Mode

Outline Editor

Panel: None

Menu: None

### Description:



Meshes or, in Edit Mode, parts thereof can be hidden and then revealed again.

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It is often convenient to hide a mesh or parts of a mesh to facilitate manipulating other meshes.

In either Object Mode or Edit Mode, you can select a mesh(es) or parts thereof and press the H-KEY to hide the selection. SHIFT + H-KEY will do the opposite, that is, it will hide the unselected part of the scene. To reveal the hidden meshes press ALT/OPT + H-KEY.

Clicking on the Eye Icon in the Properties Editor can also hide a mesh. This acts as a toggle. Clicking on the grayed out Eye Icon will reveal the mesh.

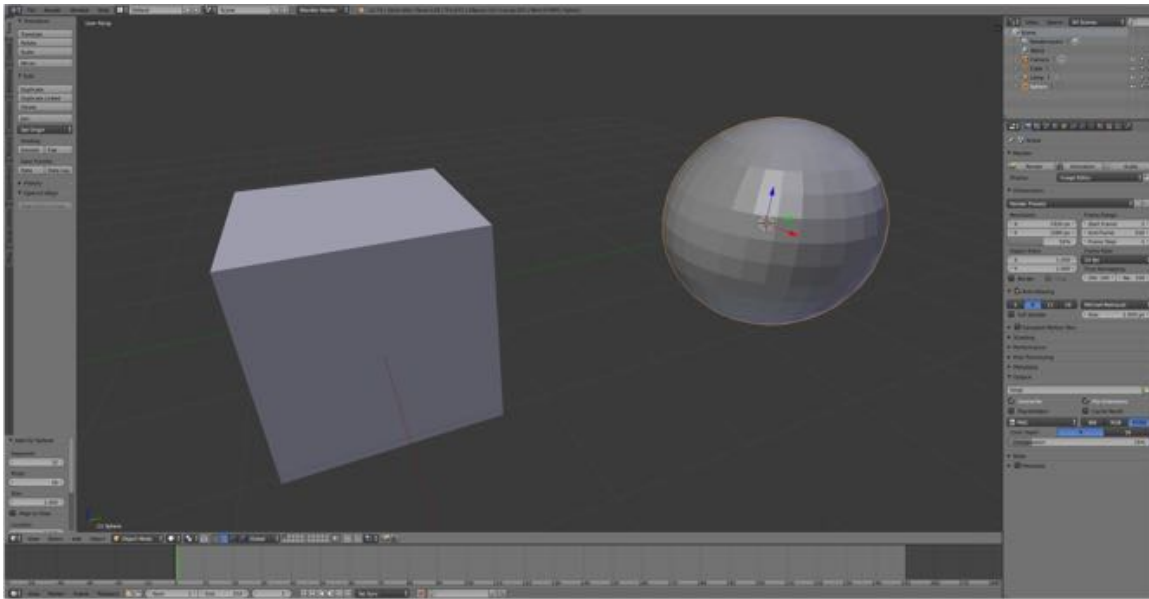
## To Use the Tool:

- Select the **mesh(es)** or **portions thereof**.
- Press the **H-KEY** to **hide**.
- Press the **SHIFT + H-KEY** to **hide** the **unselected objects**.
- Press the **ALT/OPT + H-KEY** to **reveal** items that have been hidden.

## Let's Try It:

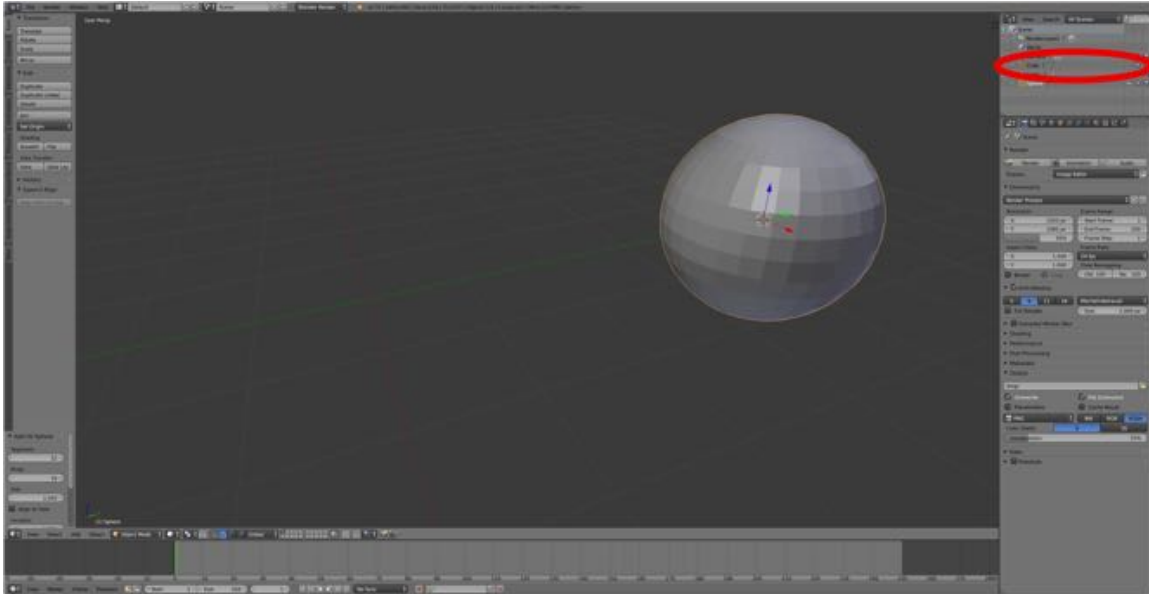
### Object Mode

- **Open Blender.**
- With the **Default Cube** selected.
- Press the **H-KEY** to **hide** it.
- Press **ALT/OPT + H-KEY** to **reveal** the cube.
- **Move** the mouse **cursor** to the **right** of the cube and **LMB** to place Blender's cursor (the red and white circle with the crosshairs).
- Press **SHIFT + A-KEY** and **select UV sphere** to place a spherical object in the scene.



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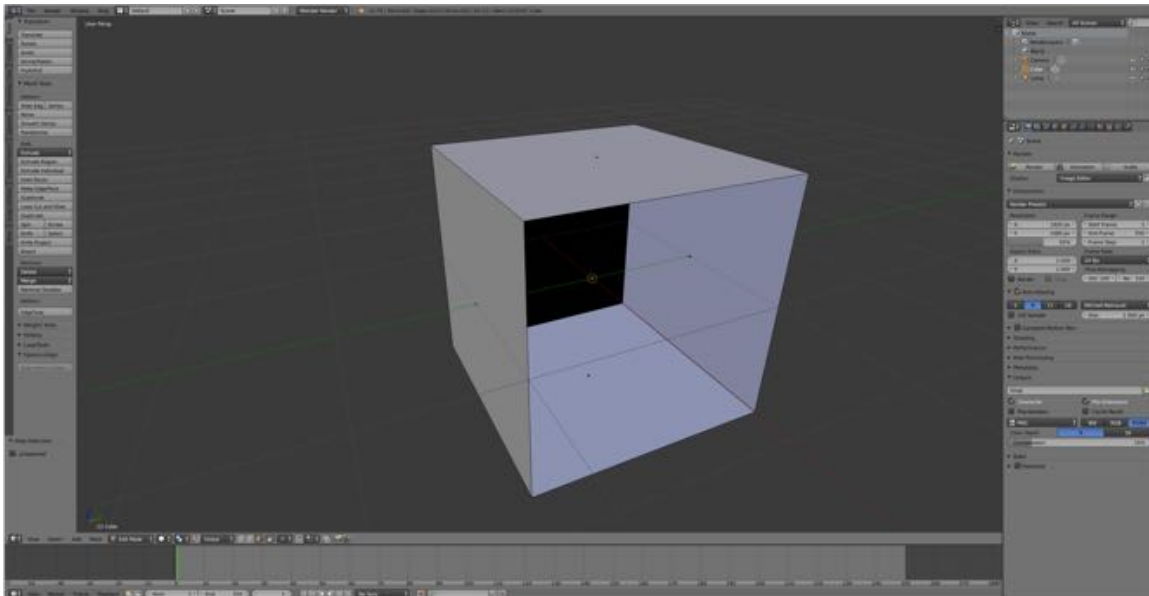
- In the **Properties Editor** **LMB** click on the **Eye Icon** beside the **Cube** object to **hide** it.



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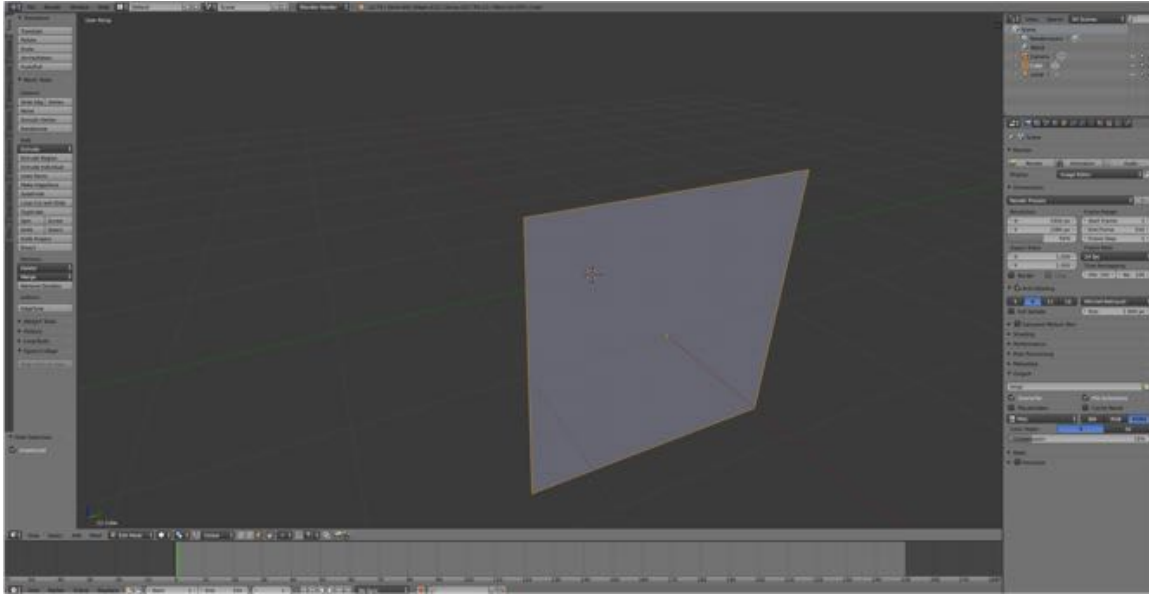
## Edit Mode

- **Open Blender** and switch to **Edit Mode** and **Face Selection Mode**.
- **Select the front face** of the default cube.
- **Press the H-KEY** to **hide** the face.



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- **Press ALT/OPT + H-KEY** to reveal the front face.
- With the front face still selected, **press SHIFT + H-KEY** to **hide** the rest of the cube.



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### **Additional Comments:**

It is easy to forget that you can hide object or portions of objects and this can lead to making your modeling more frustrating than it need be. Make use of this non-destructive tool to facilitate your work.

### **For More Information:**

Blender 2.7 **Hiding and Showing** selected unselected objects and sub objects

<https://www.youtube.com/watch?v=TanzhUZyx-Q>