

Hide/Reveal

Access:

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

Mode: UV/Image Editor

Panel: None

Menu: None

Description:

There are two way to hide or show (reveal) faces in the UV/Image Editor's UV map. Select the face or faces in the 3D Editor's Edit Mode or with the faces selected in the UV/Image Editor, press the H-KEY. As with the 3D Editor, SHIFT + H-KEY will hide the unselected portions of the UV map and ALT/OPT + H-KEY will reveal the hidden faces.

To Use the Tool:

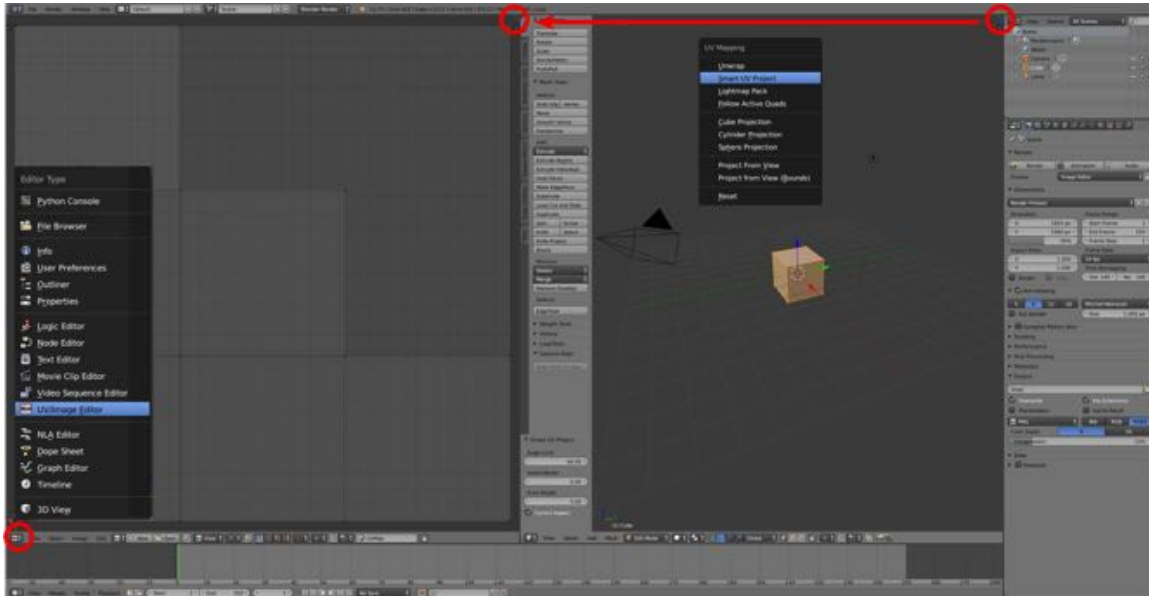
- **Select the face(s)** in the UV/Image Editor's UV map.
- **Press the H-KEY to hide.**
- **Press the SHIFT + H-KEY to hide the unselected faces.**
- **Press the ALT/OPT + H-KEY to reveal faces that have been hidden.**

Let's Try It:

Setup

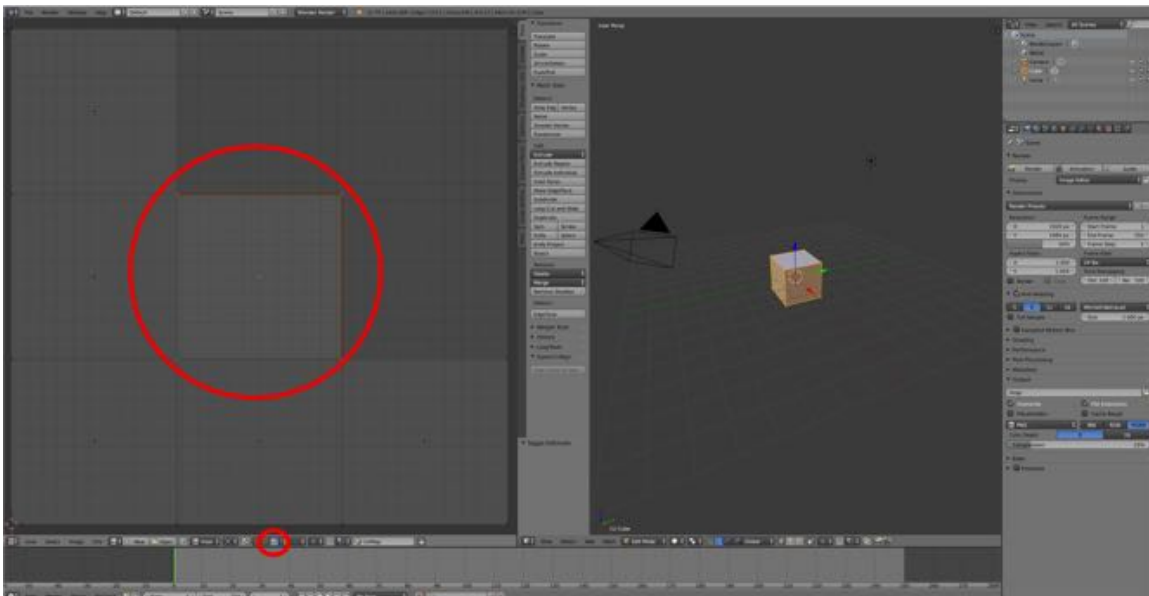
- **Open Blender** and **drag** on the **hatched area** in the upper right-hand corner of the 3D Editor to **create a second 3D Editor Frame**.
- In the left-hand corner of the **left-hand 3D Editor's Header LMB** click on the **Editor Selection Icon** and **select UV/Image Editor**.
- **Hover** the mouse cursor over the **UV/Image Editor** and **press the F-KEY** to expand the UV grid.
- In the **3D Editor Edit Mode** **select (A-KEY) the Default Cube**.
- **Press the U-KEY** then **select** from the Popup Menu **Smart UV Project** and **LMB** click **OK**.

End of setup



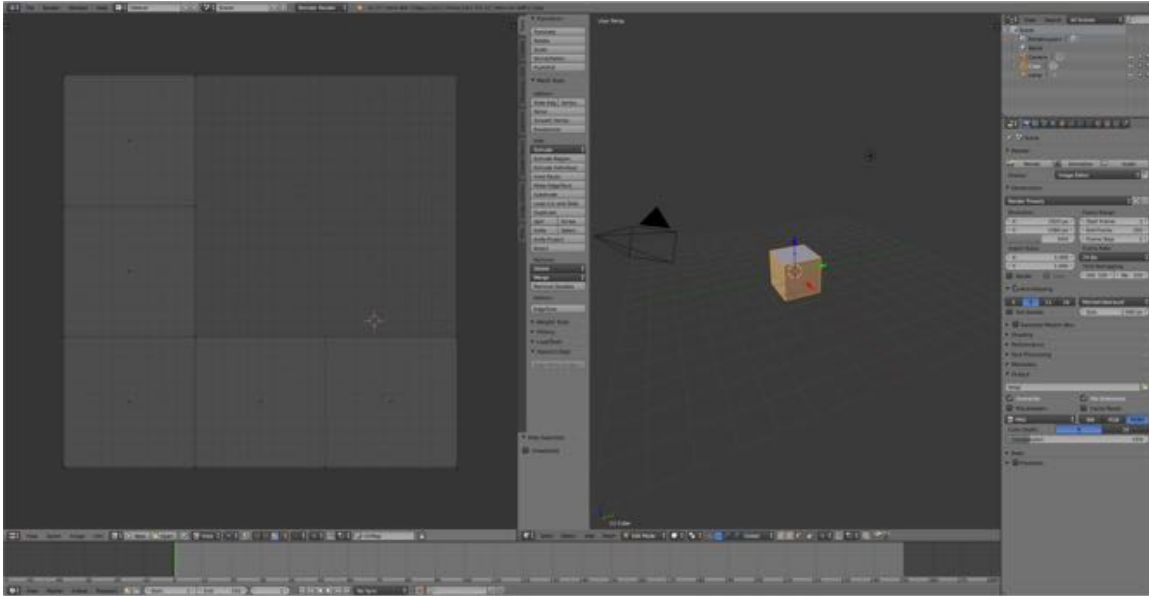
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- In the UV/Image Editor switch to Face Selection Mode.
- Select (RMB) the middle face.



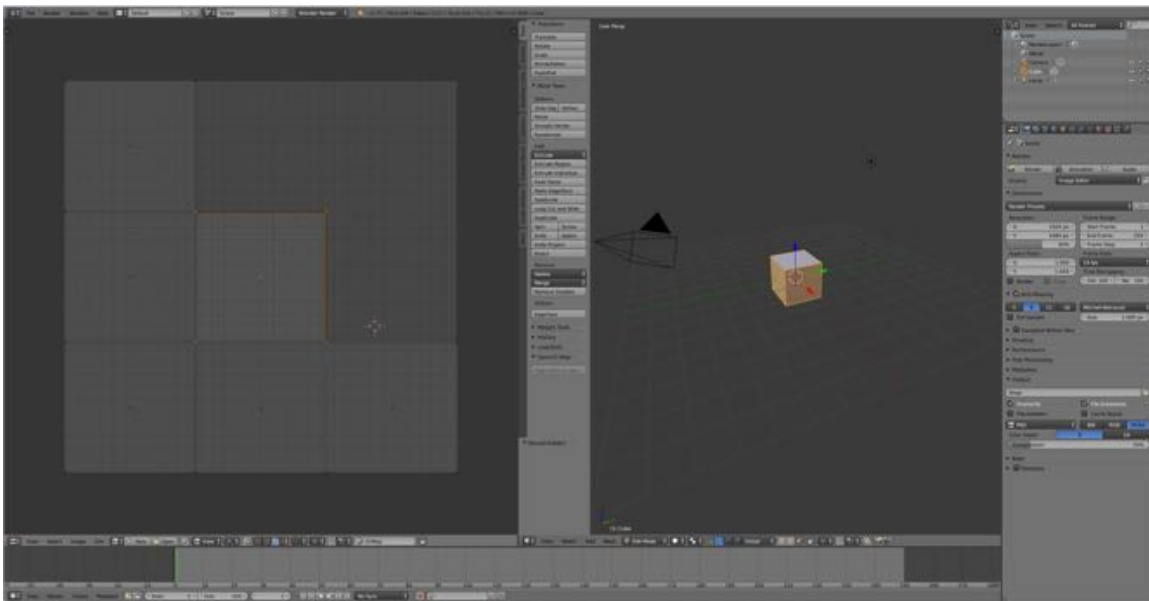
415

- In the UV/Image Editor's Header press the **Keep the UV and edit mode mesh selection in sync**.
- Press the **H-KEY** to **hide**.



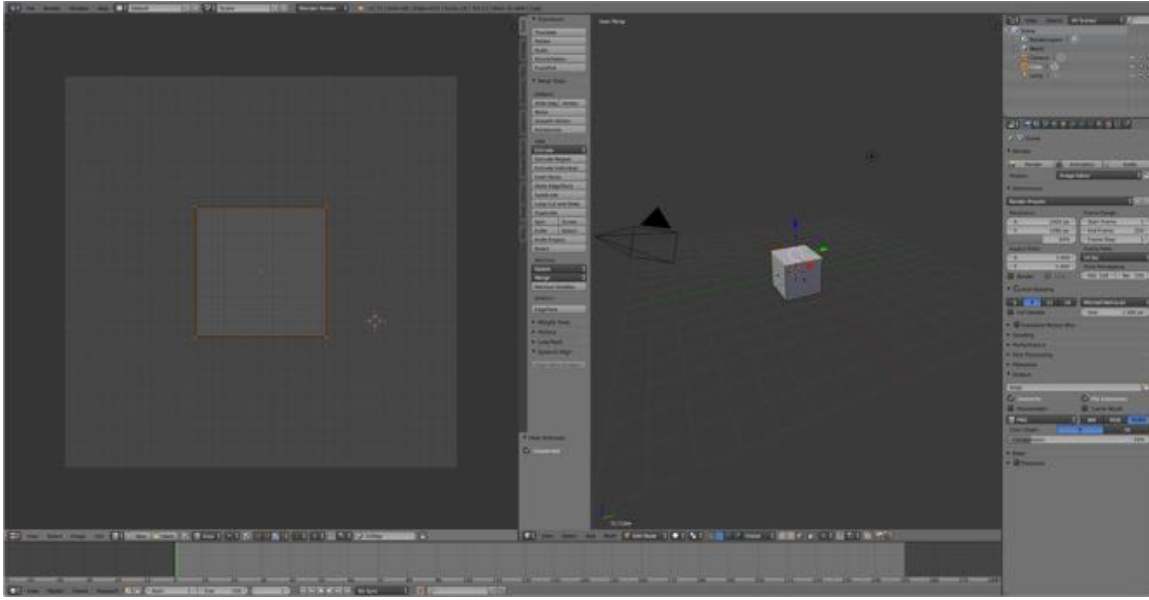
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- Press the **ALT/OPT + H-KEY** to reveal faces that have been hidden.



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- Press the **SHIFT + H-KEY** to hide the unselected faces.



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Note: You can also make selections in the 3D Editor and they will sync with the faces showing in the UV/Image Editor.

Additional Comments:

Keep in mind that you can also select islands (L-KEY) to hide them. You are more likely to want to do this than to hide individual faces.

For More Information:

Blender 2.7 **Hiding and Showing** selected unselected objects and sub objects
<https://www.youtube.com/watch?v=TanzhUZyx-Q>