

Inset

Access:

Keyboard shortcut: **I-KEY**

Mode: 3D Editor: Edit Mode > Face Selection Mode

Panel: Tool Shelf > Tools Tab > Inset Faces

Menu: Mesh > Faces > Insert > Inset Faces > Drag > LMB

Description:

This tool takes the selected face(s) and creates an inset of them. Dragging the mouse determines the thickness of the insert and dragging while holding down the CTRL-KEY determines the depth. After confirming the inset (LMB) thickness and depth may be adjusted in the 3D Editor Tool Shelf's Operator Pane.

To Use the Tool:

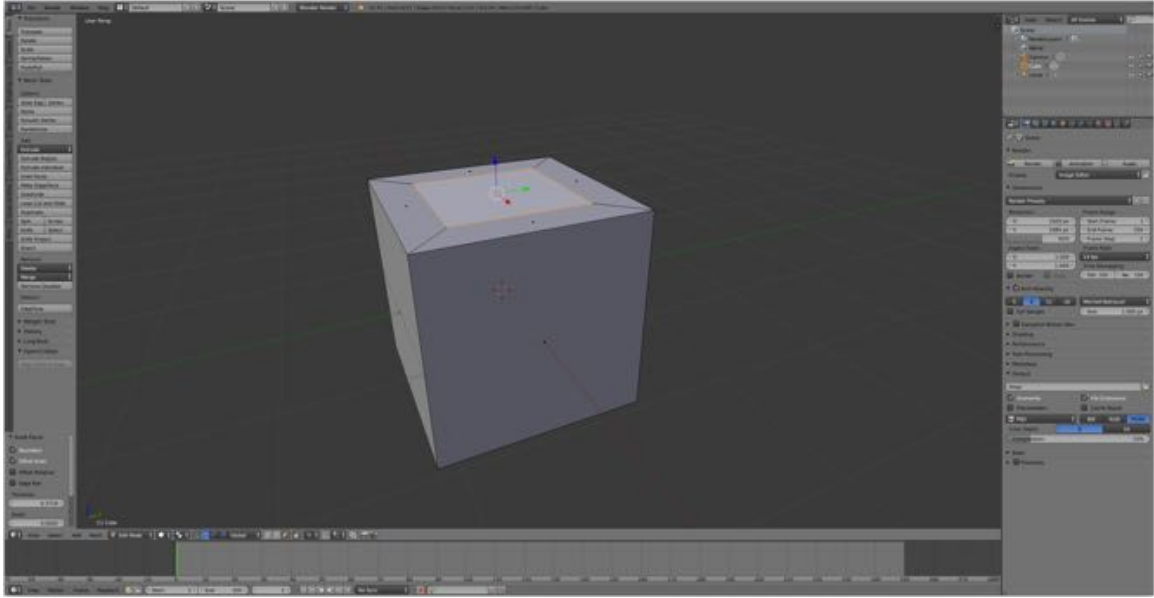
- **Select** the **face** or faces into which you want to place an inset.
- **Press** the **I-KEY** and **drag** to place the inset then **hold** down the **CTRL-KEY** and **drag** to set the depth.

You can drag to add positive depth, e.g., height, or negative depth, e.g. a depression. You can also add depth without adding thickness, i.e., use the tool to extrude.

- **Press LMB** to confirm the inset, or **RMB** to cancel.
- In needed, adjust the thickness and depth in the 3D Editor Tool Shelf's Operator Pane.

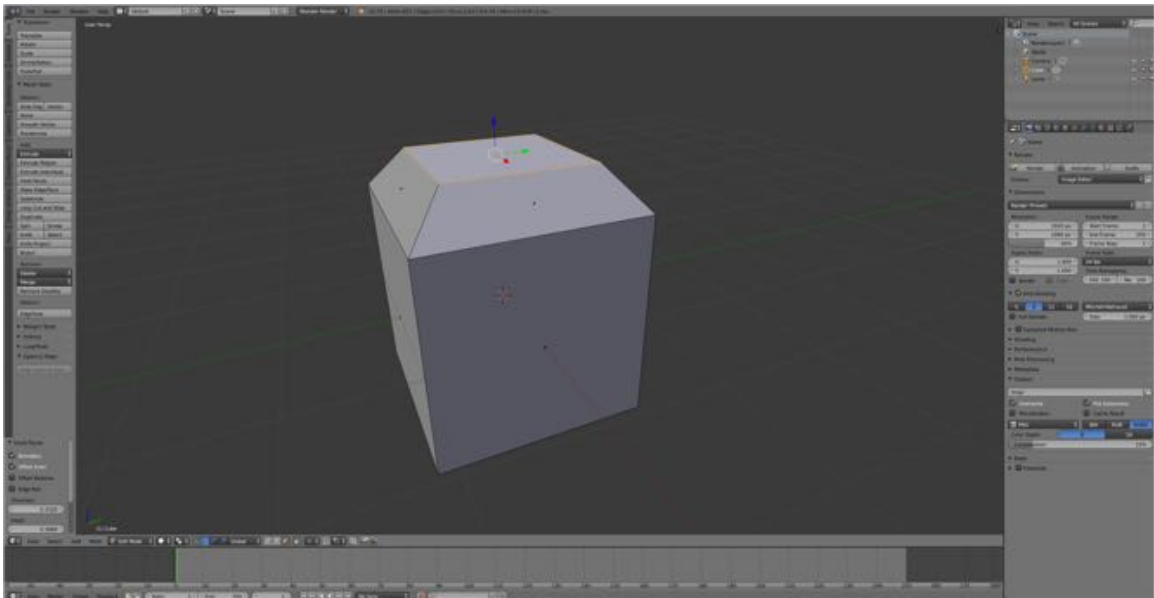
Let's Try It:

- **Open Blender** and switch to **Edit Mode** and **Face Selection Mode**.
- **Select** the **top face** of the **default cube**.
- **Position** the mouse **cursor away from the face** for better control.
- **Press** the **I-KEY** and **drag** the mouse to create an inset with thickness.



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- **Hold** down the **CTRL-KEY** and **drag** to add depth.
- **Press LMB** to confirm the operation.



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Additional Comments:

There are additional options, for example to “outset” rather than inset or to apply the insert to each face of the selection individually.

For More Information:

Blender Reference Manual, **Inset**

<https://www.blender.org/manual/modeling/meshes/editing/duplicating/inset.html>

Blender Tutorial – **Extrude & Inset**

<https://www.youtube.com/watch?v=17BkgIOwJOs>