

# Join

## Access:

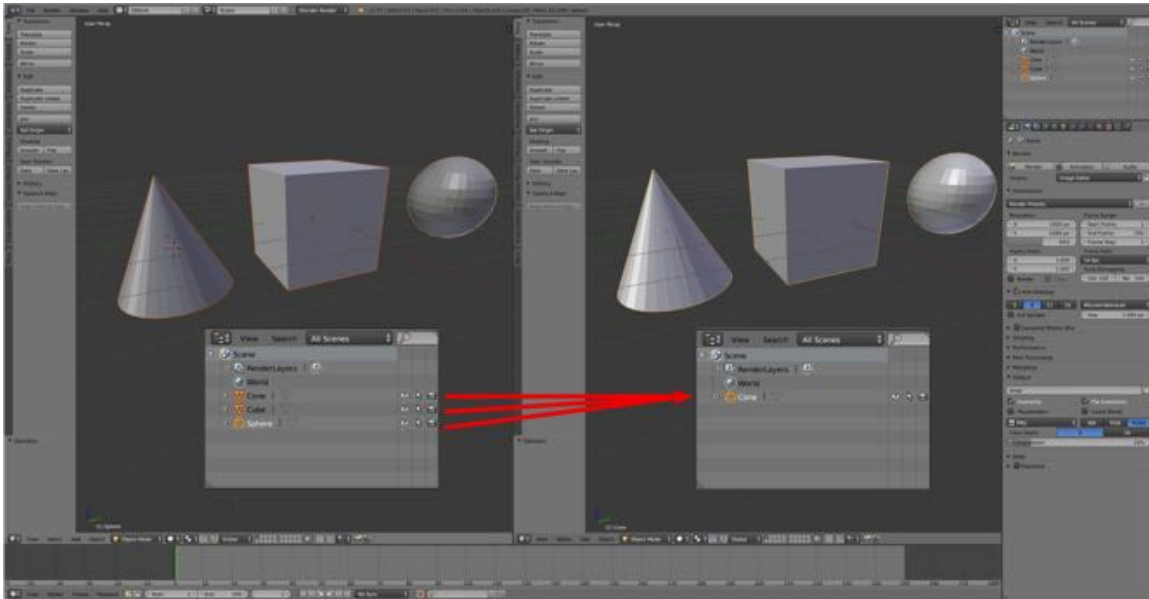
Keyboard shortcut: **CTRL + J-KEY**

Mode: 3D Editor: Object Mode

Panel: None

Menu: Object > Join

## Description:



368

The Join Tool combines all selected objects into one object. The objects selected first (the non-active objects) are combined into the last selected object (the active object). The newly formed object retains the name of the last selected object (the active object).

The progress of the action can be seen in the Outline Editor, which shows all of the objects in the scene.

## To Use the Tool:

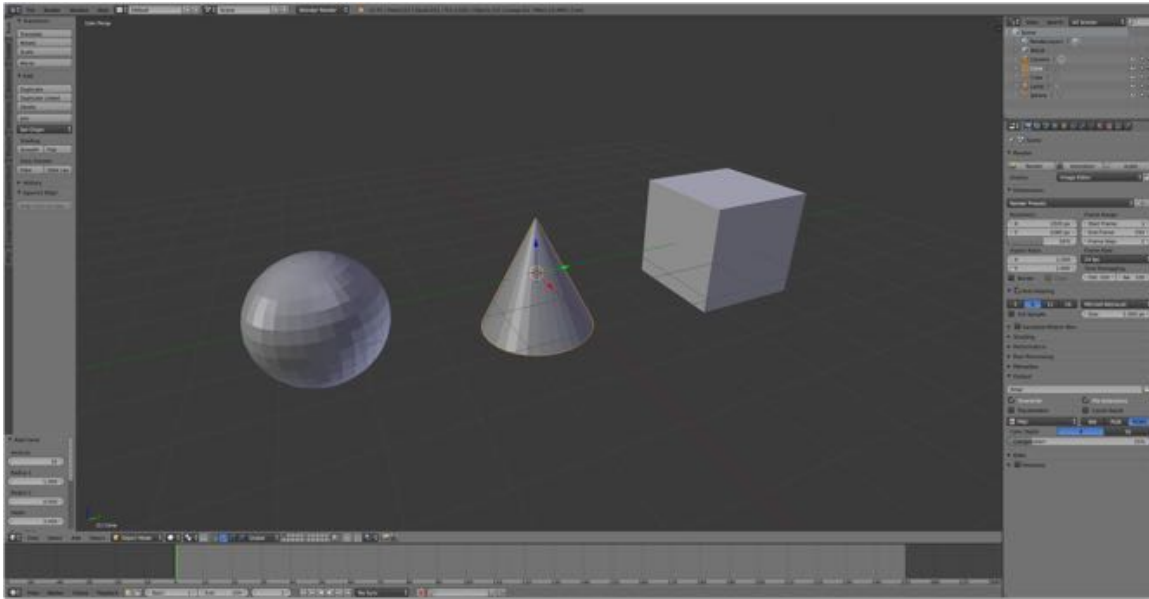
- In the 3D Editor's Object Mode, select the objects (meshes) to be joined, selecting the object whose name is to be retained last.
- Press CTRL + J-KEY.

## Let's Try It:

### Setup

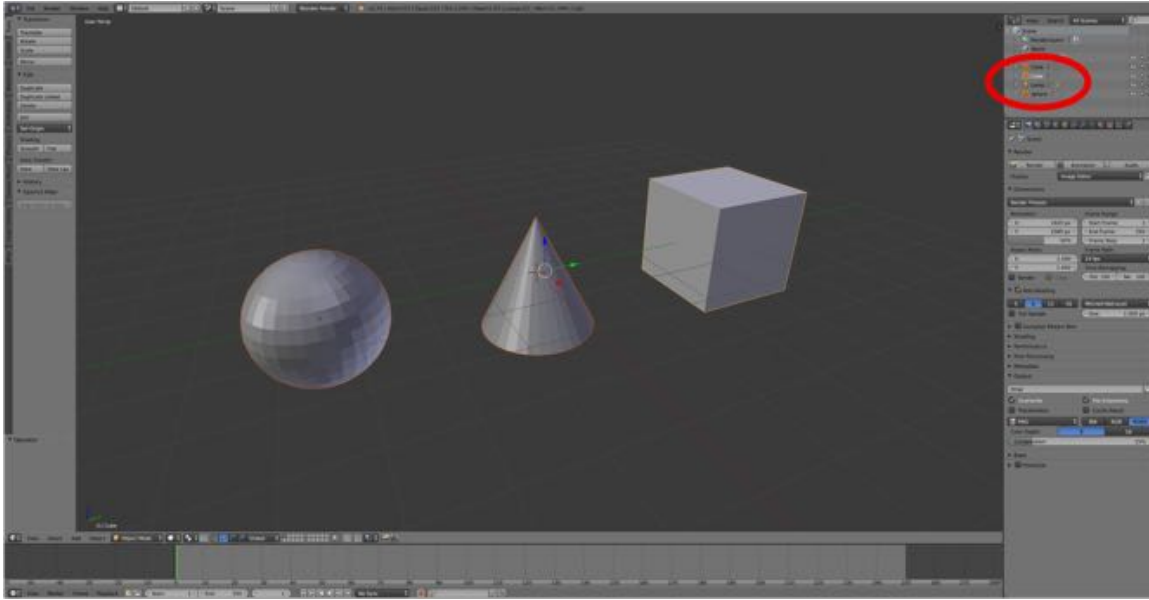
- **Open Blender.**
- **Press the G-KEY > Y-KEY and drag the Default Cube to the right on the Y-axis.**
- **Press the SHIFT + S-KEY and select Cursor to Center.**
- **Press SHIFT + A-KEY and select UV Sphere.**
- **Press the G-KEY > Y-KEY and drag the UV Sphere to the left on the Y-axis.**
- **Press the SHIFT + S-KEY and select Cursor to Center.**
- **Press SHIFT + A-KEY and select Cone.**

### End of setup



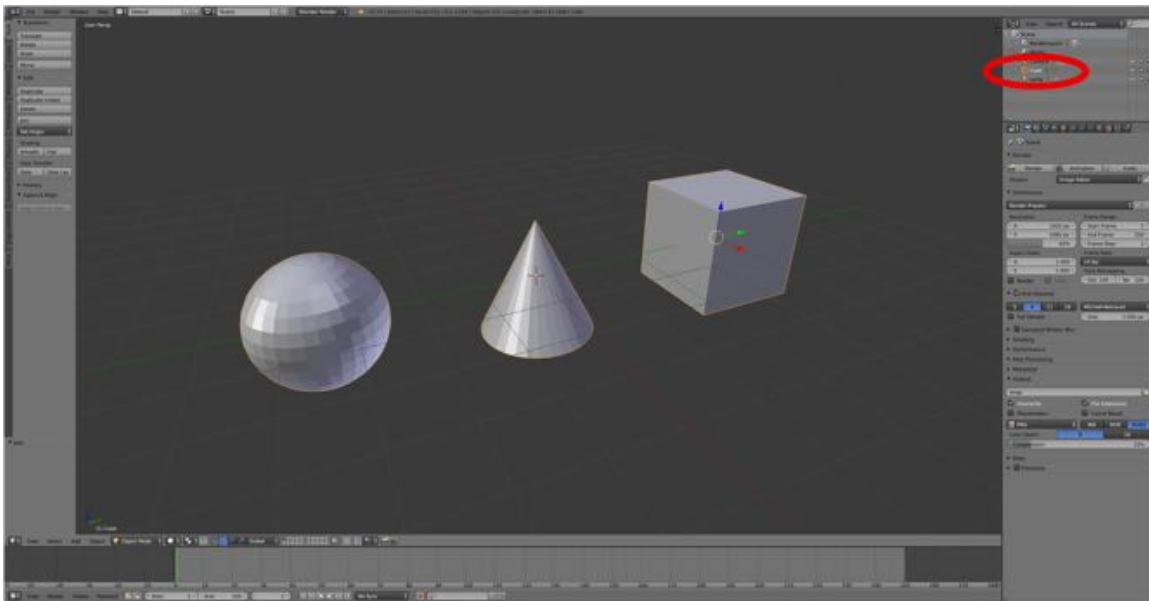
369

- **Select the UV sphere (RMB), then select the cone (SHIFT + RMB) and then the cube (SHIFT + RMB).**



370

- Press **CTRL + J-KEY** to combine them into **one object** with the name “**Cube**”.



371

### **Additional Comments:**

Joining objects reduces the number of objects in a scene and allows the combine objects to be manipulated together.

## **For More Information:**

Blender Reference Manual, **Join**

<https://www.blender.org/manual/modeling/objects/editing.html?highlight=join>