

## Mark/Clean Sharp

### Access:

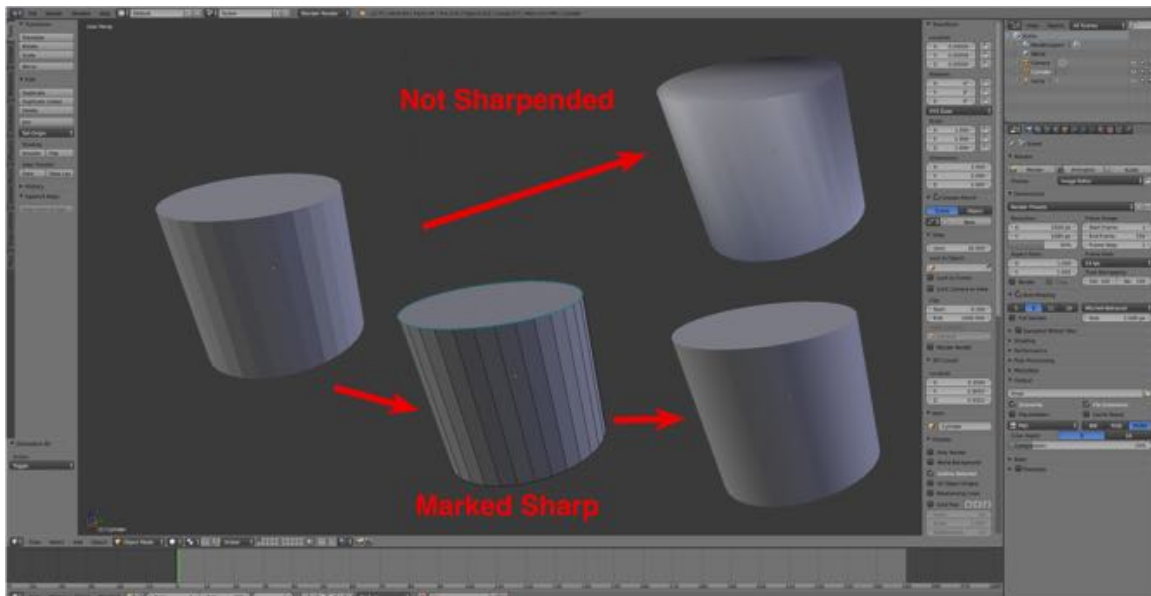
Keyboard shortcut: **CTRL + E-KEY > Mark Sharp**  
**CTRL + E-KEY > Clear Sharp**

Mode: 3D Editor: Edit Mode

Panel: None

Menu: Mesh > Edges > Mark/Clear Sharp

### Description:



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The Mark/Clear Sharp Tool is used in combination with the Edge Split Modifier. It allows you to mark edges that you want to remain sharp when you smooth a mesh. Edges when marked Sharp turn turquoise.

### To Use the Tool:

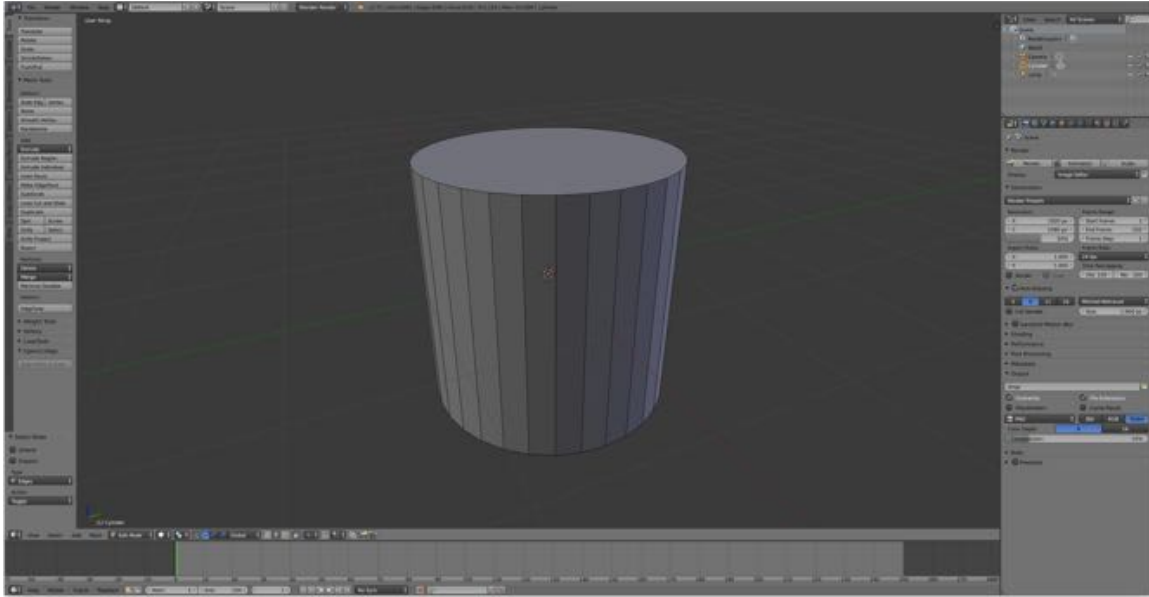
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## Let's Try It:

### Setup

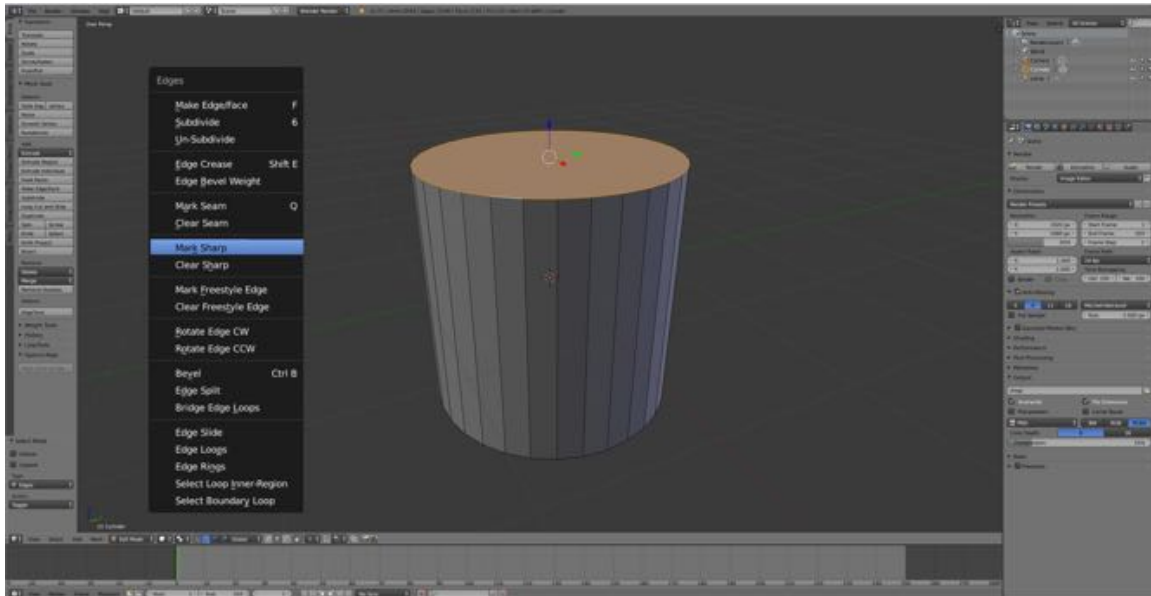
- **Open Blender** and switch to the 3D Editor's **Edit Mode** and **Edge Selection Mode**.
- **Select the Default Cube** and **delete** it (**X-KEY > Delete**).
- **Press SHIFT + C-KEY** to place the **cursor at the origin** (intersection of the axes).
- **Press Add > Cylinder**.
- **Enlarge (NumPad+=-KEY)** so you can see the cylinder shape better.

### End of Setup



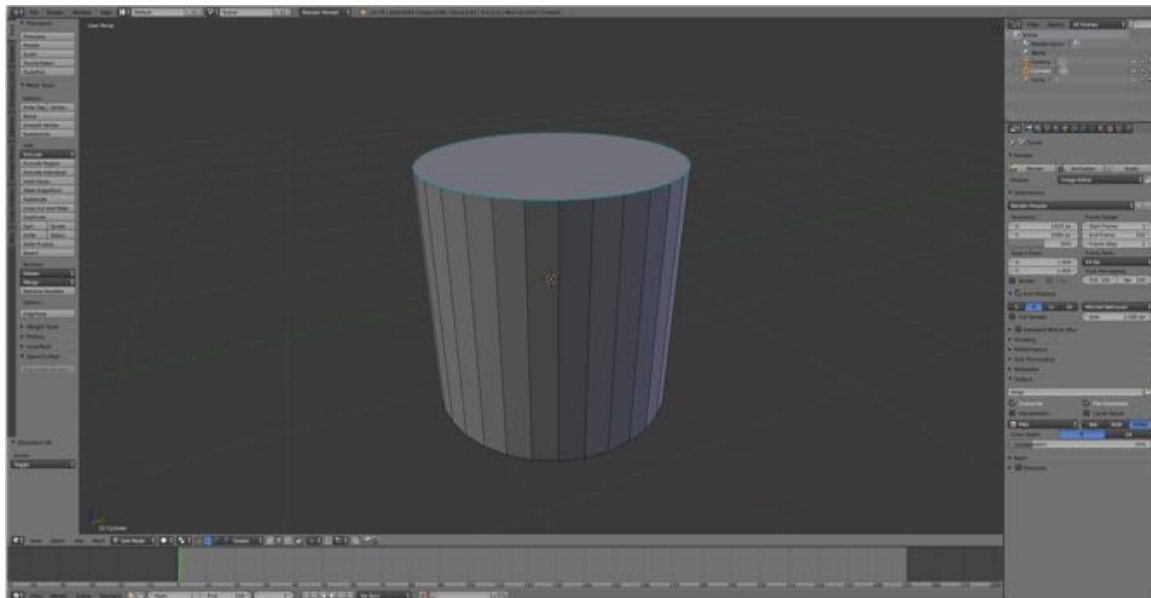
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- **Select (ALT/OPT + RMB)** the **top ring of edges**.
- **Press CTRL + E-KEY > select Mark Sharp**.



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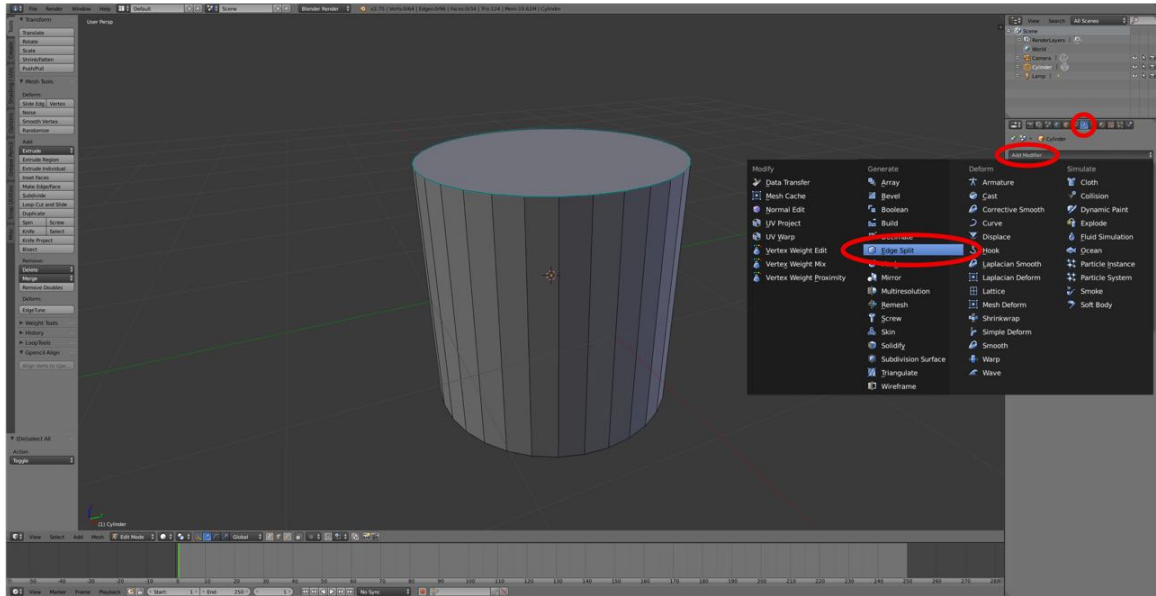
The marked edges will turn turquoise.



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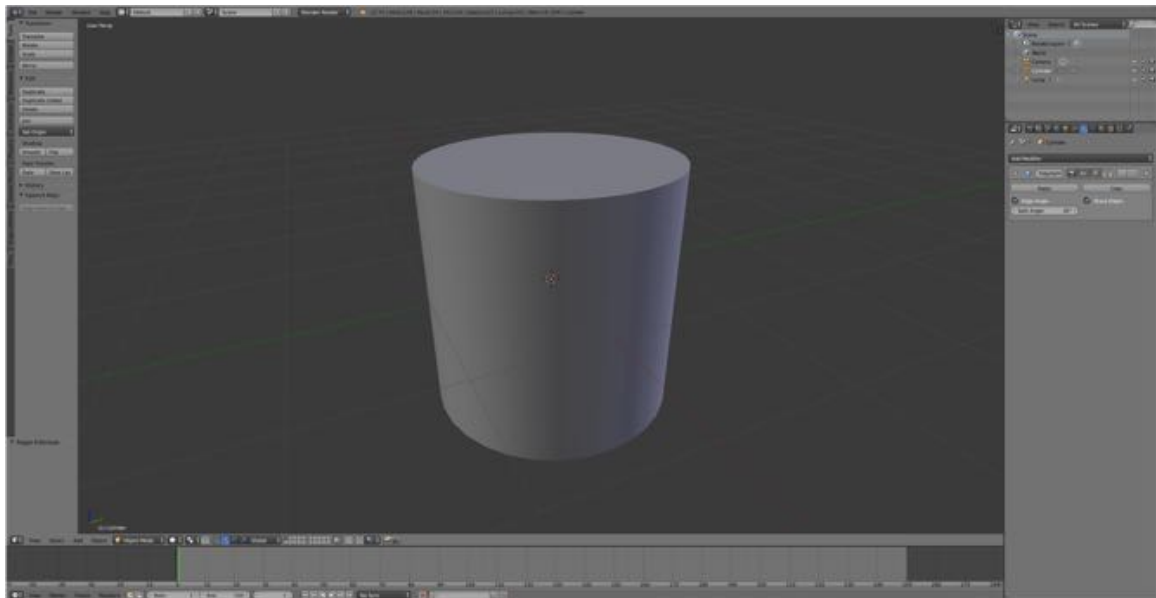
If you a game, let's smooth the cylinder:

- In the **Properties Editor**, **LMB** click on the **Modifier Icon** (a wrench).
- **LMB** click on **Add Modifier** and under **Generate** select **Edge Split**.



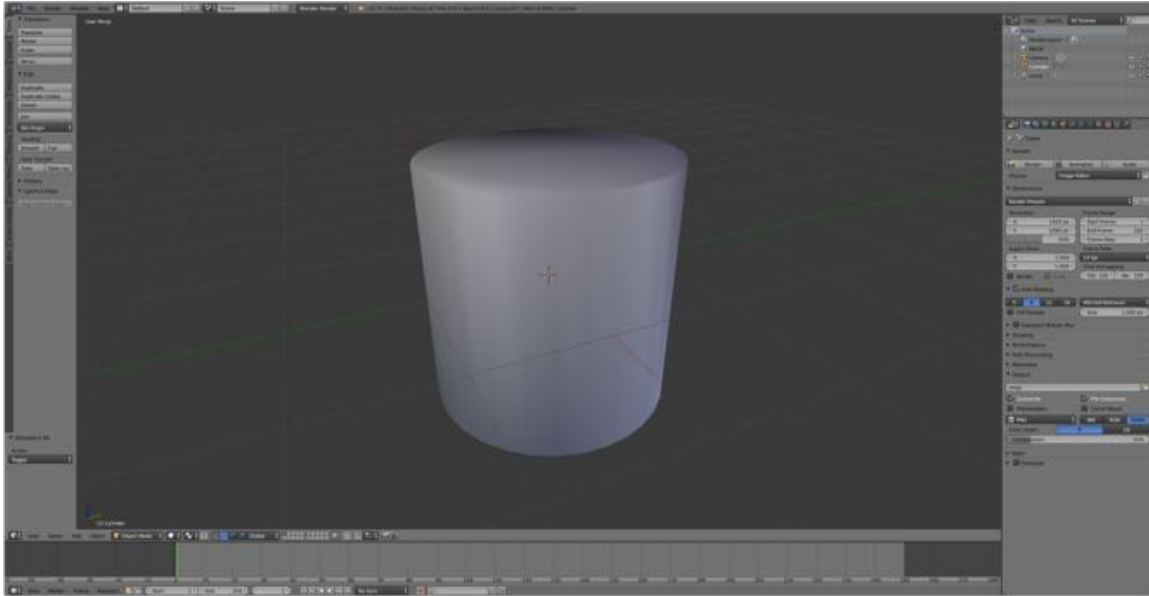
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- In the **3D Editor** switch to **Object Mode**.
- **Select the cylinder (A-KEY)**.
- In the **Tool Shelf** under the **Tools Tab** select **Shading > Smooth**.



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Try it again, but this time don't mark the seams so you can see the difference.



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### **Additional Comments:**

This is a very useful tool for determining which seams in a mesh you want to remain sharp when the mesh is smoothed.

### **For More Information:**

Blender Reference Manual, **Edges**

<https://www.blender.org/manual/modeling/meshes/editing/edges.html?highlight=sharp>