

Merge

Access:

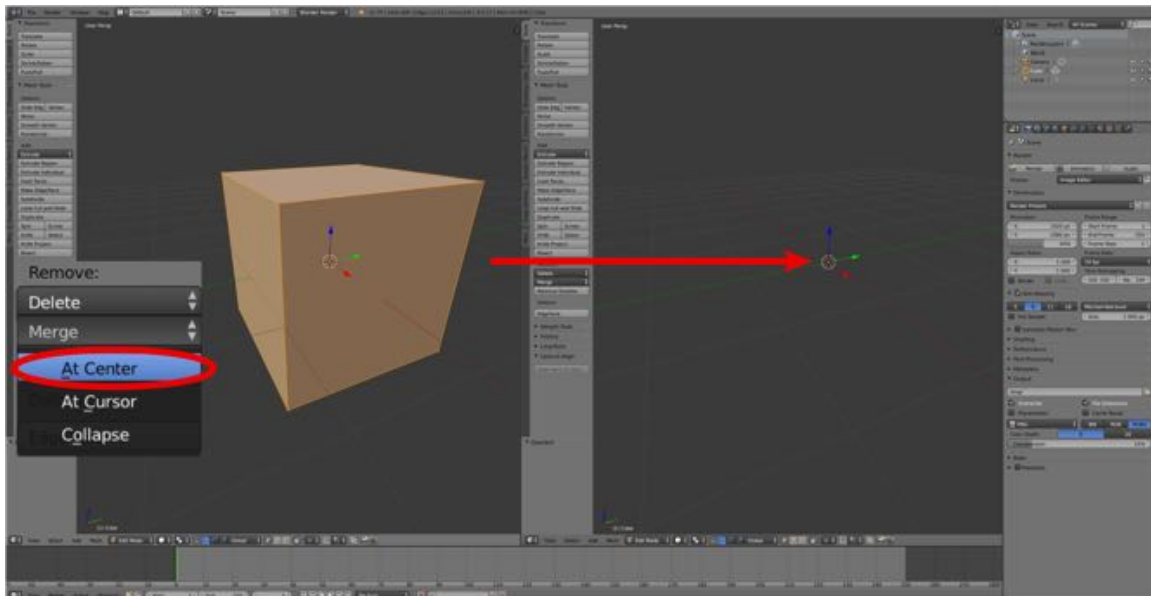
Keyboard shortcut: **ALT/OPT + M-KEY** >

Mode: 3D Editor: Edit Mode

Panel: Tool Shelf > Tools Tab > Remove > Merge >

Menu: Mesh > Vertices > Merge >
Specials > Merge >
Vertex Specials > Merge >

Description:



Vertices of Default Cube merged into a single vertex.

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With the Merge Tool, you can select two or more elements (vertices, edges and/or faces) and merge them into a single vertex. Depending on what you select, you'll be shown additional options.

Vertices

Usually you will want to merge vertices, although you can merge edges and faces.

With vertices, you can decide where to merge them: in the position of the first selected vertex (At First), the last selected vertex (At Last), at the center of the selection (At Center), or at the position of the 3D cursor (At Cursor).

Collapse

You can also choose Collapse. If you have selected group of vertices (islands) Collapse will merge each group separately into one vertex for each group. As an example, if you select two faces in different parts of a mesh and collapse them, each one of the faces will be converted into a single vertex at its center.

Operator Pane

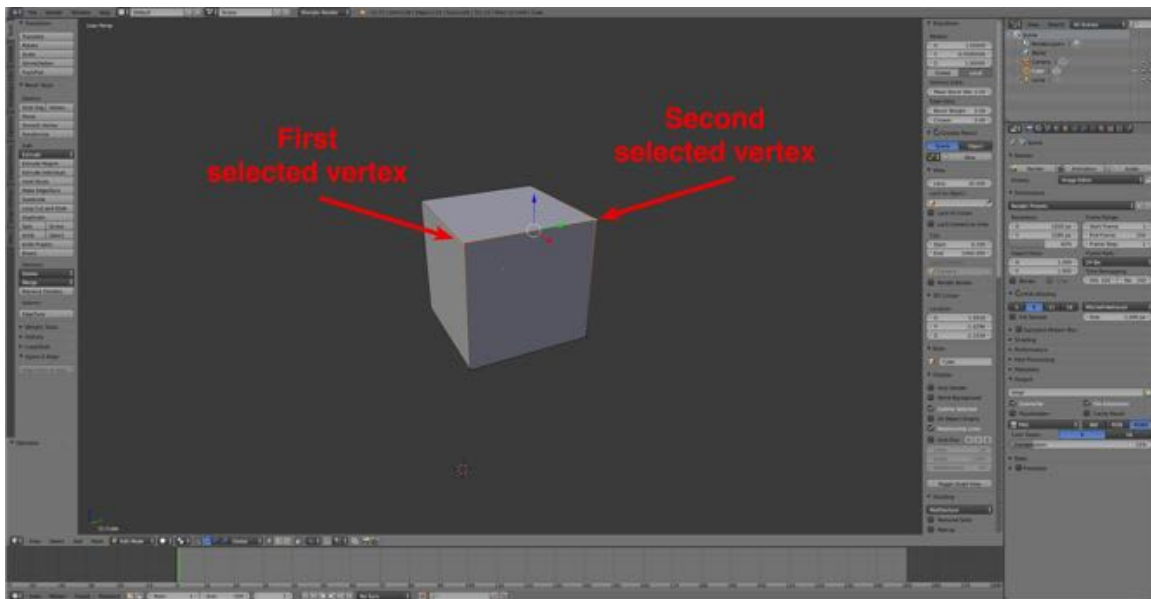
You can change the merge type before confirming the merge in the Tool Shelf's Operator Pane. This is useful for experimenting with the different types of merge or correcting the merge type if you accidentally selected the wrong one.

To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode**.
- **Select** two or more **vertices**.
- **Press ALT/OPT + M-KEY** and **select an option** from the Merge Popup Menu.
- If need be, make any change in merge type in Operator Pane.
- **Press LMB** to confirm.

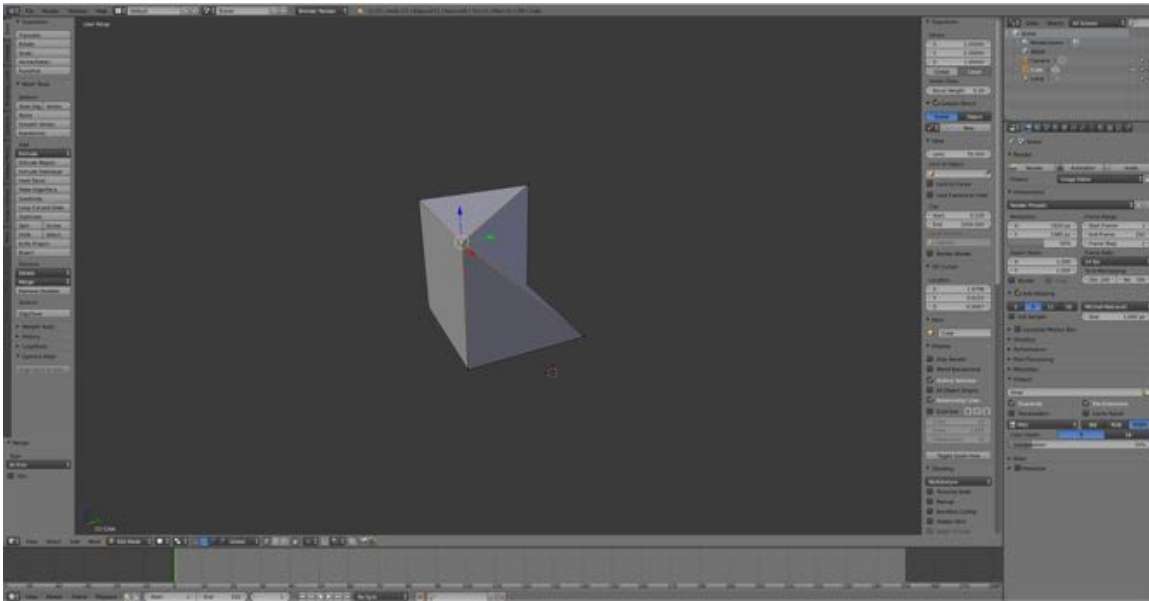
Let's Try It:

- **Open Blender** and switch to the 3D Editor's **Edit Mode** and **Vertex Selection Mode**.
- **Select the upper left vertex (RMB)** then the **upper right vertex (SHIFT + RMB)**.



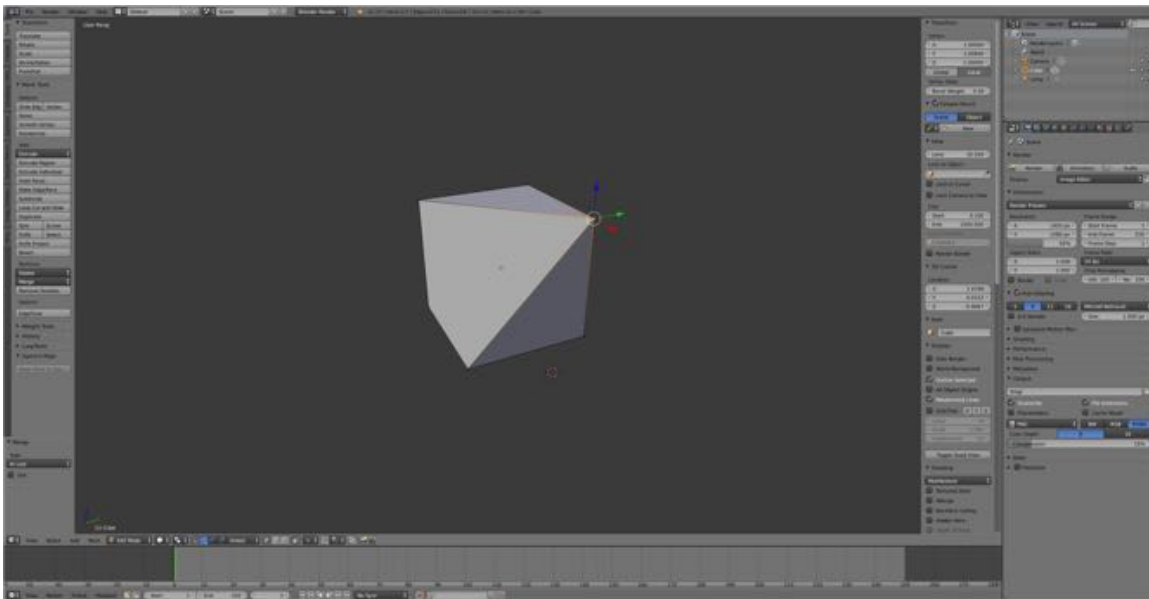
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- **Press ALT/OPT + M-KEY** and from the Merge Popup Menu select **At First**.



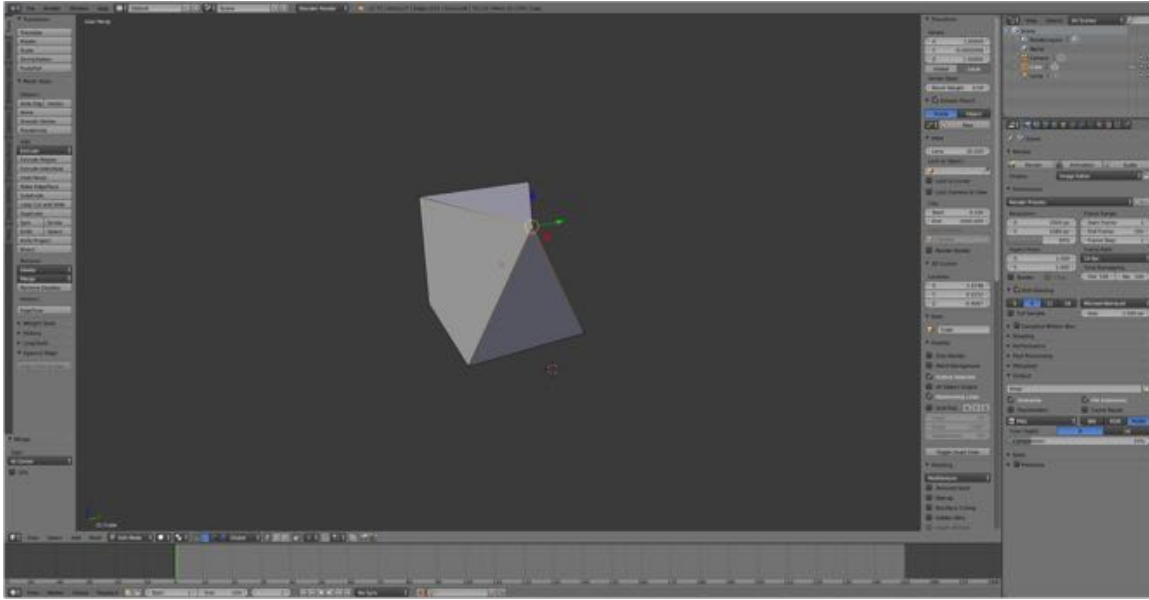
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- Press **CMD + Z-KEY** to **delete** the last operation (Merging At First).
- Press **ALT/OPT + M-KEY** and from the Merge Popup Menu **select At Last**.



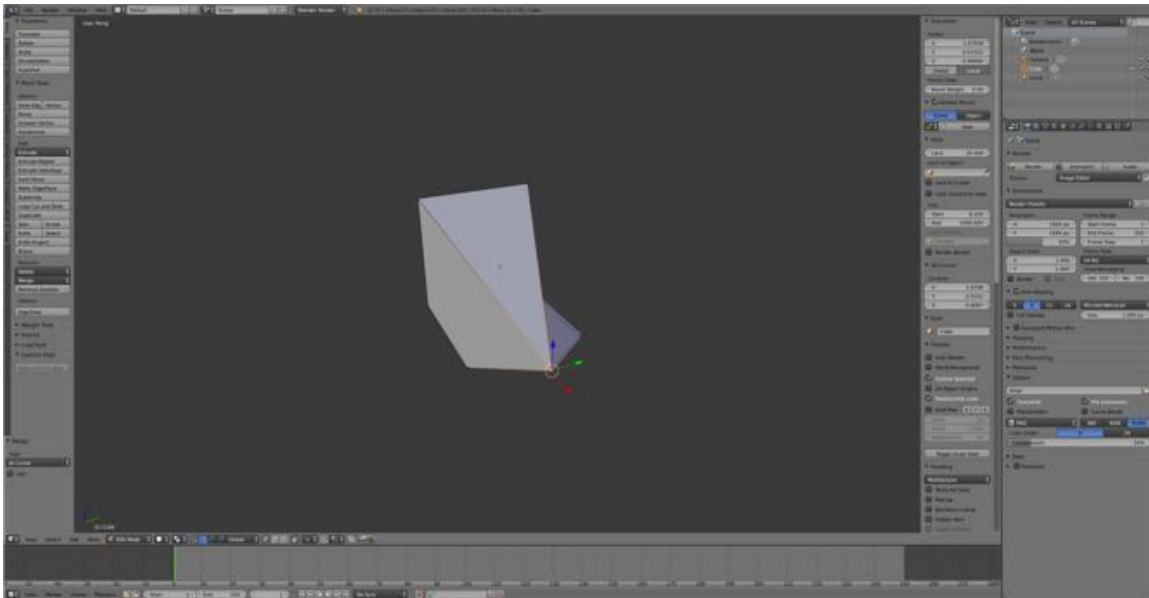
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- Press **CMD + Z-KEY** to **delete** the last operation (Merging At Last).
- Press **ALT/OPT + M-KEY** and from the Merge Popup Menu **select At Center**.



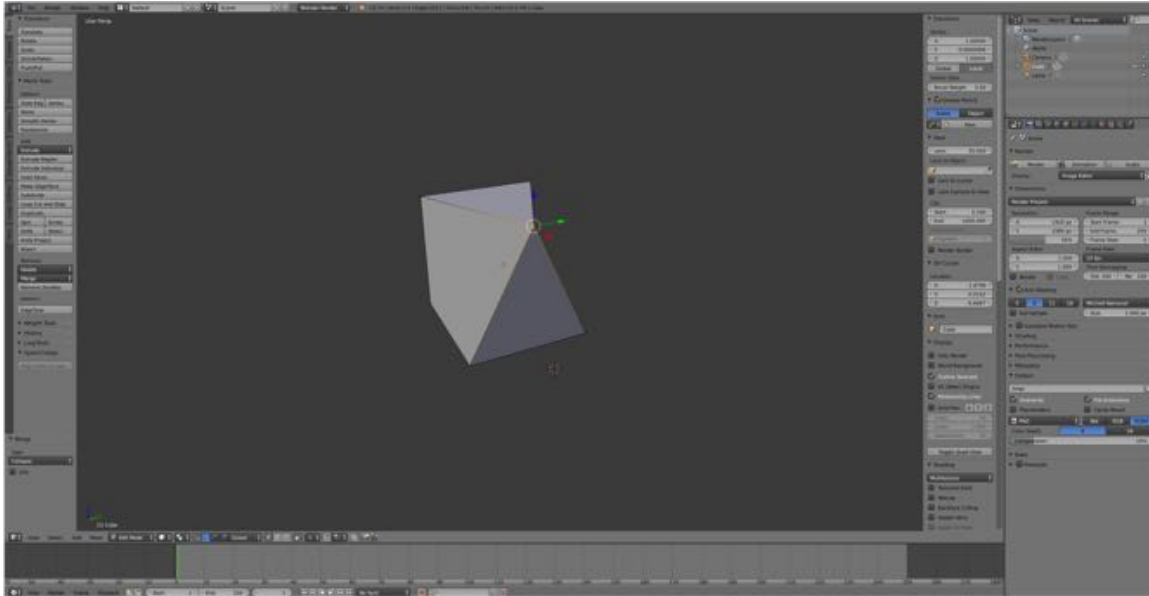
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- Press **CMD + Z-KEY** to delete the last operation (Merging At Center).
- Press **ALT/OPT + M-KEY** and from the Merge Popup Menu **select At Cursor**.



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- Press **CMD + Z-KEY** to delete the last operation (Merging At Cursor).
- Press **ALT/OPT + M-KEY** and from the Merge Popup Menu **select Collapse**



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Additional Comments:

Merge is a way of getting rid of unwanted edge segments. If an edge has an unwanted segment, select a vertex at one end then select an the vertex at the other end and merge the unwanted vertex with the second vertex (At Last).

For More Information:

Blender Reference Manual, **Merge**

<https://www.blender.org/manual/modeling/meshes/editing/vertices.html#merging>