

# Flip Normals

## Access:

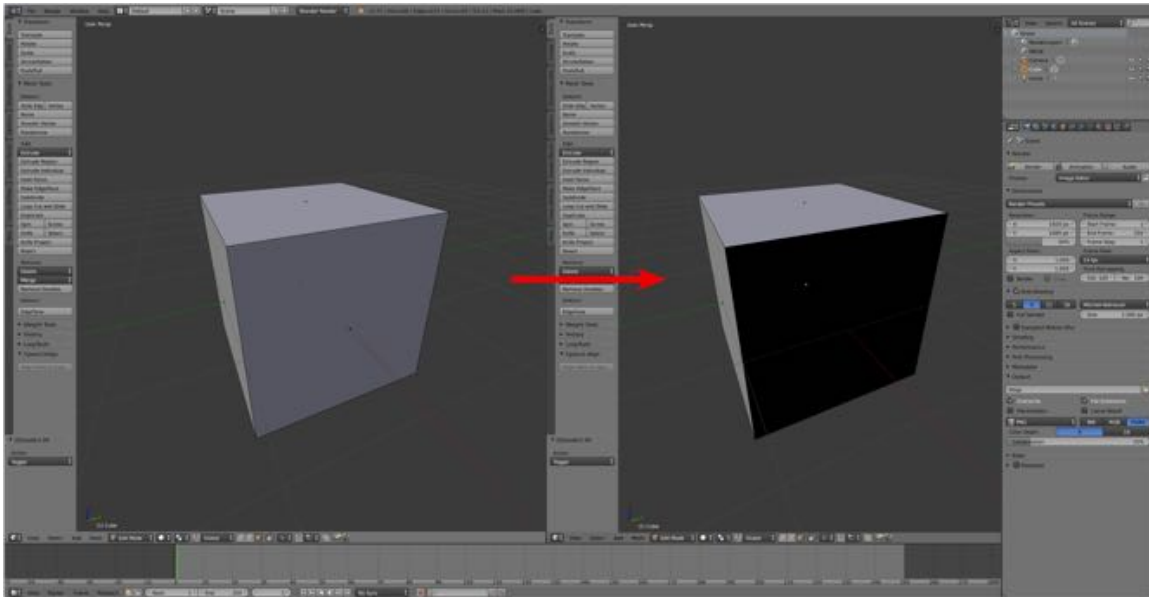
Keyboard shortcut: **W-KEY > Flip Normals**

Mode: 3D Editor: Edit Mode

Panel: Tool Shelf > Shading/UVs Tab > Normals > Flip Normals

Menu: Mesh > Normals > Flip Normals

## Description:



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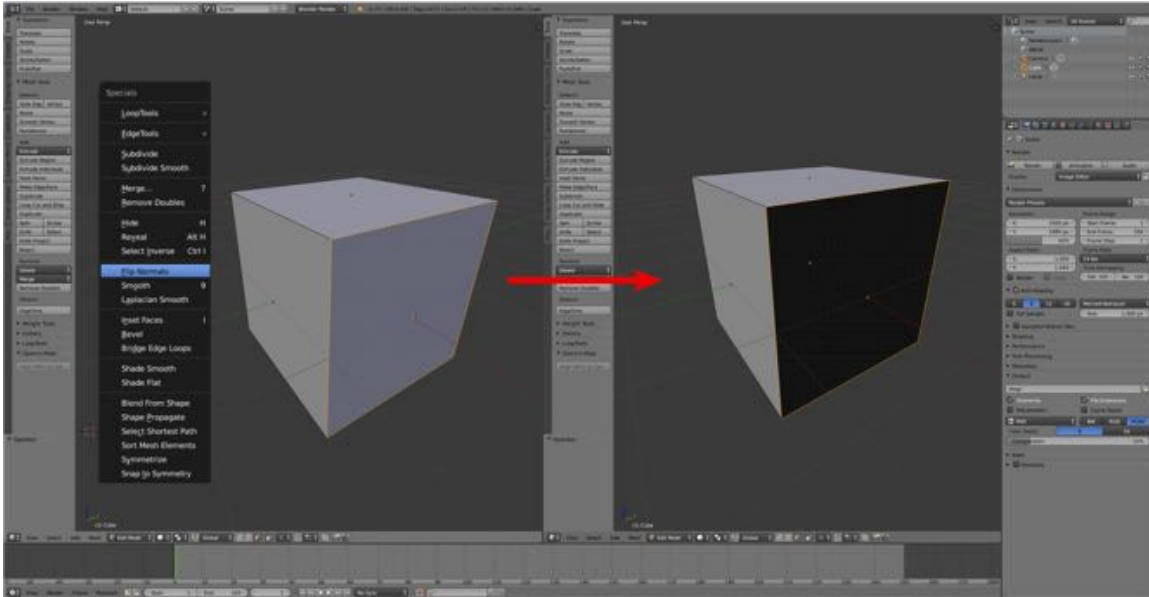
The Flip Normals Tool allows you to change the direction light should reflect off of a surface. Generally you want the surface facing outwards to reflect light. Only selected faces are flipped.

## To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode** and **Face Selection Mode**.
- **Select (RMB)** the **faces** to be flipped.
- **Press** the **W-KEY > Flip Normals**.

## Let's Try It:

- **Open Blender** and switch to **Edit Mode** and **Face Selection Mode**.
- **Select the front face** of the **Default Cube**.
- **Press the W-KEY > Flip Normals**.



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## Additional Comments:

I find it a good idea to adjust the normals of faces to the direction I want them as I work rather than leaving it to later.

## For More Information:

Blender Reference Manual, **Normals**

<https://www.blender.org/manual/modeling/meshes/editing/faces.html#normals>