

Add One-Vertex Mesh Object

Access:

Keyboard Shortcut: None

Mode: 3D Editor: Object Mode

Panel: **Tool Shelf > Misc. Tab > One-vertex object at the cursor**

Menu: None

Add-on:

One Vertex Mesh Object at the Cursor Location

<https://github.com/vvoovv/blender-geo/wiki/One-vertex-mesh-object-at-the-cursor-location>

Description:

There are times when one may want to start a model or extend a model from a single vertex. Making a grab iron for a Trainz model proved to be one case in point. Blender assumes that you will want to start from one of the 10 primitives (preformed meshes) provided and thus does not provide use of a way to use single vertex as a starting point.

Now there is. The One-Vertex Mesh Object add-on.

To Use the Tool:

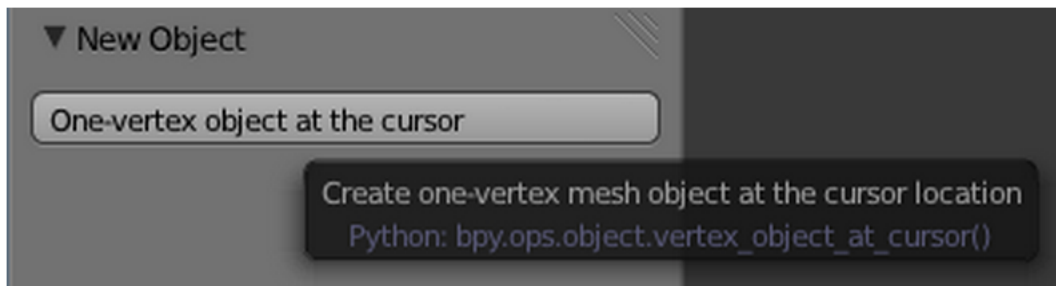
- In Blender **Object Mode**, place the **3D cursor** at the **desired location**.
- In the 3D Editor's **Tool Shelf > Misc. Tab** select "**One-vertex object at the cursor**".

A new object called "untitled" in the Outline Editor consisting of one vertex will be placed at the position of the cursor. Blender will be switched to Edit Mode so you can start editing the new object (but you will have to switch to Vertex Mode in order to do so).

It also appears that you need to have one other object present in your scene, (i.e., if you open Blender and delete the default cube you can not then add a one-vertex object).

Let's Try It:

- **Open Blender**.
- **Place the cursor** at the position you wish to add a one-vertex object.
- From the 3D Editor's **Tool Shelf**, select the **Misc. Tab**.
- In the **New Object Pane** select "**One-vertex object at the cursor**".



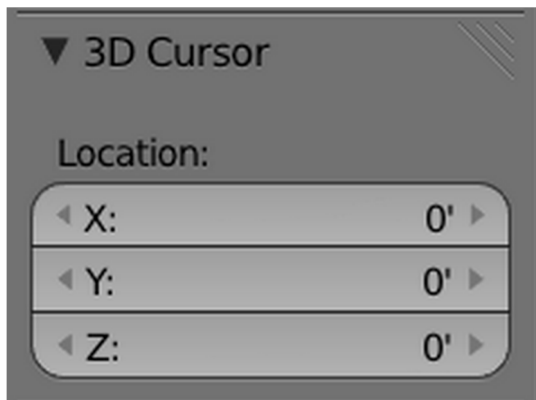
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- In Edit Mode **select Vertex Selection Mode**.
- **Extrude** the one-vertex object (**E-KEY**) in any direction and **confirm** the extrusion (**LMB**).

Additional Comments:

The 3D Cursor can be positioned by snapping (**SHIFT + S-KEY**).

The 3D cursor can also be positioned precisely by opening the 3D Editor's **Properties Panel (N-KEY)** then the **3D Cursor Pane** and **typing** in a **location**.



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More than one one-vertex object can be placed then connect to each other or another mesh.

For More Information:

One Vertex Mesh Object at the Cursor Location

<https://github.com/vvoovv/blender-geo/wiki/One-vertex-mesh-object-at-the-cursor-location>