

## Select/Deselect All

### Access:

Keyboard shortcut:	<b>A-KEY</b>
Mode:	3D Editor: Object Mode 3D Editor: Edit Mode
Panel:	None
Menu:	Select > (De)select

### Description:

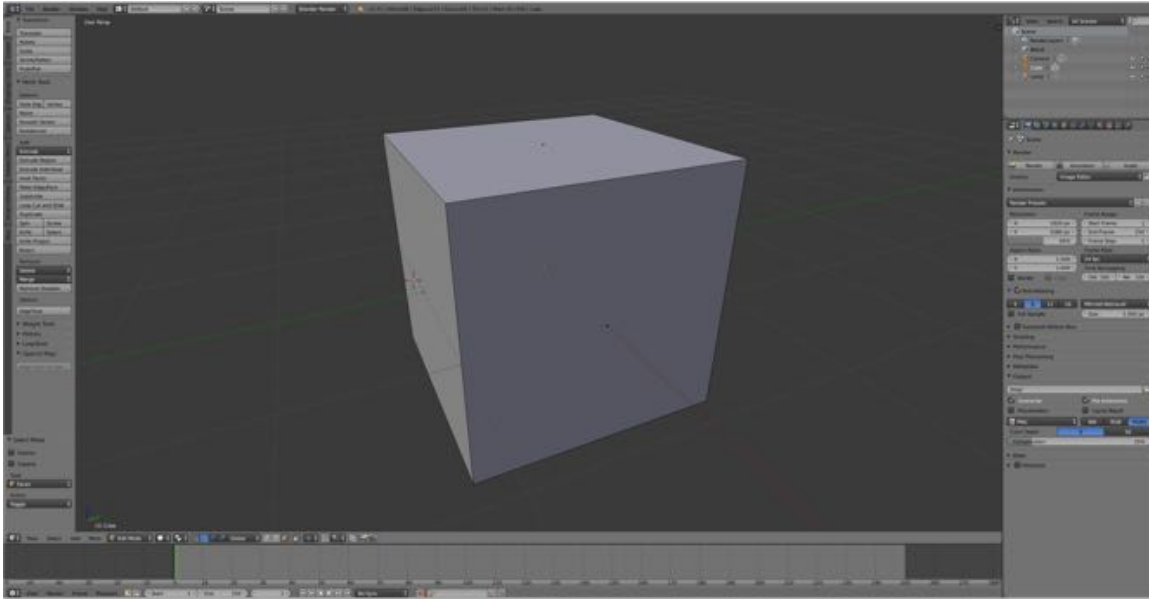
This is a frequently used tool in both the Object and Edit Modes of the 3D Editor and in the UV/Image Editor so it has a keyboard shortcut conveniently located under the left hand, the A-KEY. Pressing the A-KEY toggles selection of all of the meshes (objects) in a scene.

### To Use the Tool:

- **Hover** the mouse cursor over the 3D Editor and **press** the **A-KEY**.

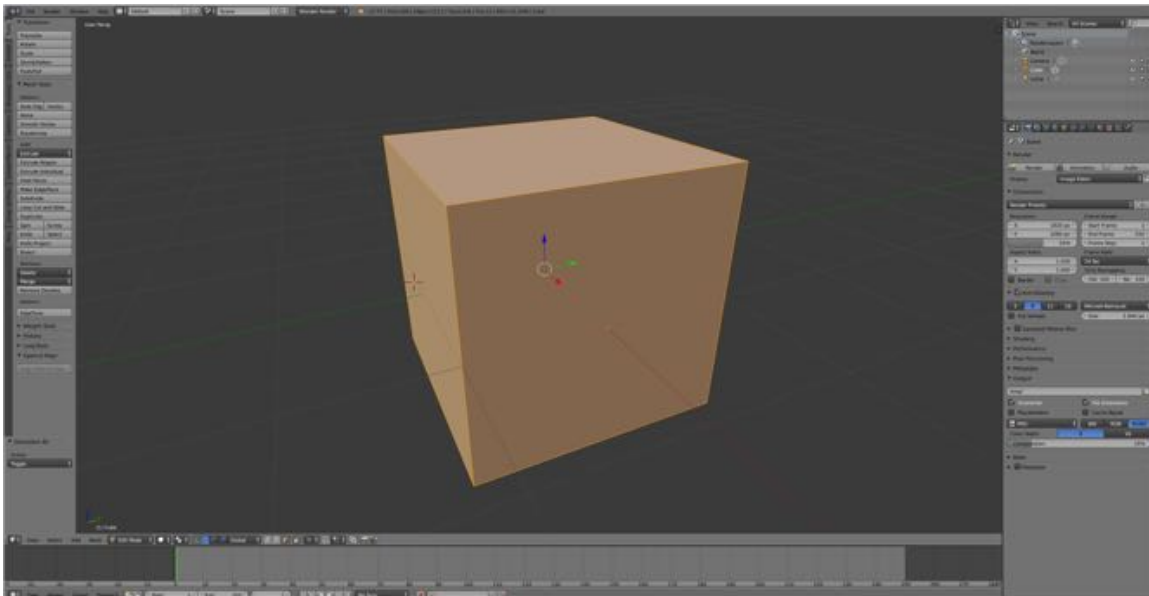
### Let's Try It:

- **Open Blender** in **Object Mode** (the **Default Cube** is already **selected**: outlined in orange).
- **Hover** the mouse cursor over the 3D Editor and **press** the **A-KEY** to **deselect** the cube (the orange outline will disappear).
- **Hover** the mouse cursor over the 3D Editor and **press** the **A-KEY** again to **select** the cube (the cube will again be outlined in orange).
- **Switch** to **Edit Mode** and **Face Selection Mode** (the cube will and still be deselected).



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- **Hover** the mouse cursor over the 3D Editor and **press the A-KEY** to **select** the cube (the cube will turn orange).



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### **Additional Comments:**

What more can I say other than you will use this a lot.

### **For More Information:**

Blender reference manual, Basic Selection

<https://www.blender.org/manual/modeling/meshes/selecting/basics.html?highlight=select>