

Select/Deselect

Access:

Keyboard shortcut: **RMB** and **SHIFT + RMB**

Mode: UV/Image Editor

Panel: None

Menu: None

Description:

The most common way to select an element (vertex, edge or face) is to **RMB** click on that item.

To add to an existing selection, hold down the **SHIFT-KEY + RMB** click on the new item. Selected items will appear orange while the last item selected will appear white.

SHIFT-KEY + RMB click on a selected item deselects it.

To Use the Tool:

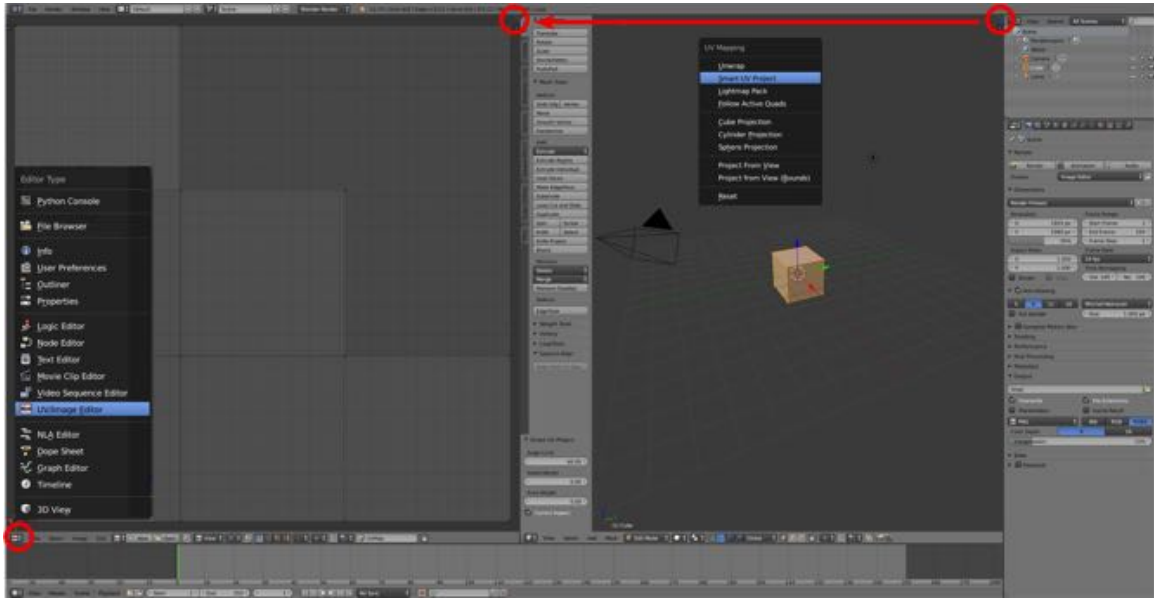
- **RMB** click to select the **first** item and **SHIFT + RMB** click to select the **second and subsequent** items.

Let's Try It:

Setup

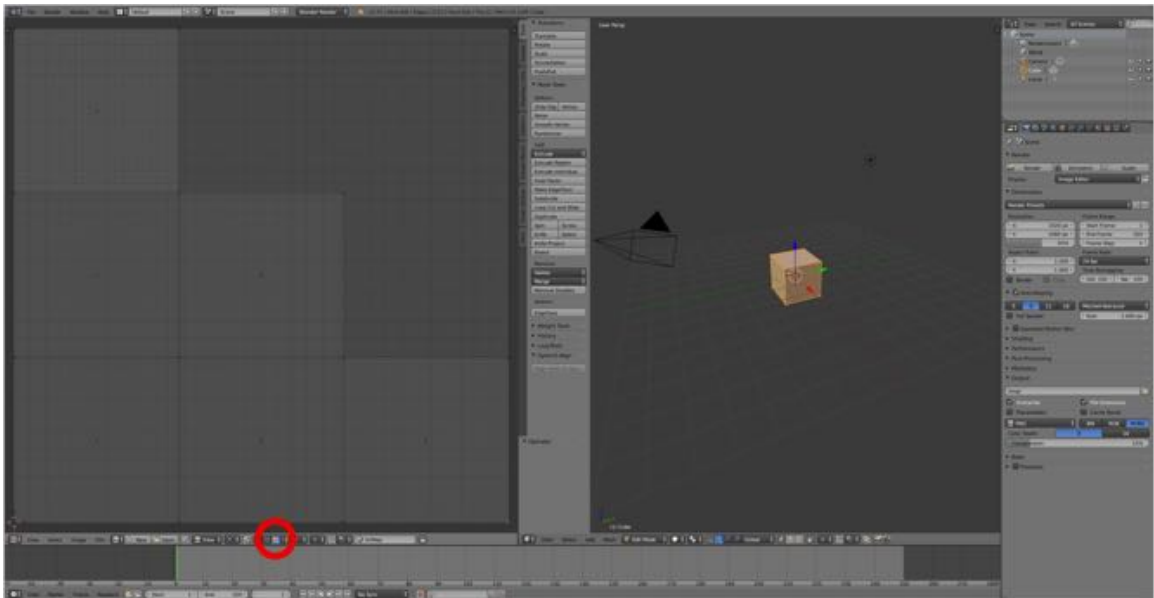
- **Open Blender** and **drag** on the **hatched area** in the upper right-hand corner of the 3D Editor to **create a second 3D Editor** Frame.
- In the left-hand corner of the **left-hand 3D Editor's header** **LMB** click on the **Editor Selection icon** and **select UV/Image Editor**.
- **Hover** the mouse cursor over the **UV/Image Editor** and **press** the **F-KEY** to expand the UV grid.
- In the **3D Editor Edit Mode** **select (A-KEY)** the **Default Cube**.
- **Press** the **U-KEY** then **select** from the Popup Menu **Smart UV Project** and **LMB** click **OK**.

End of setup



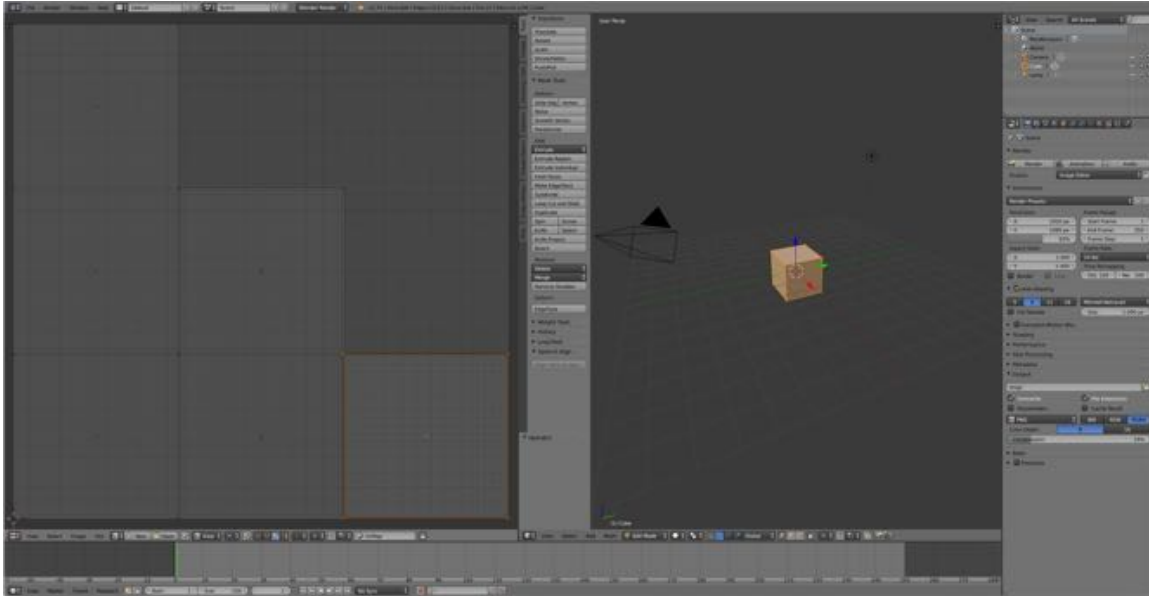
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- In the **UV/Image Editor's** Header switch to **Face Selection Mode**.



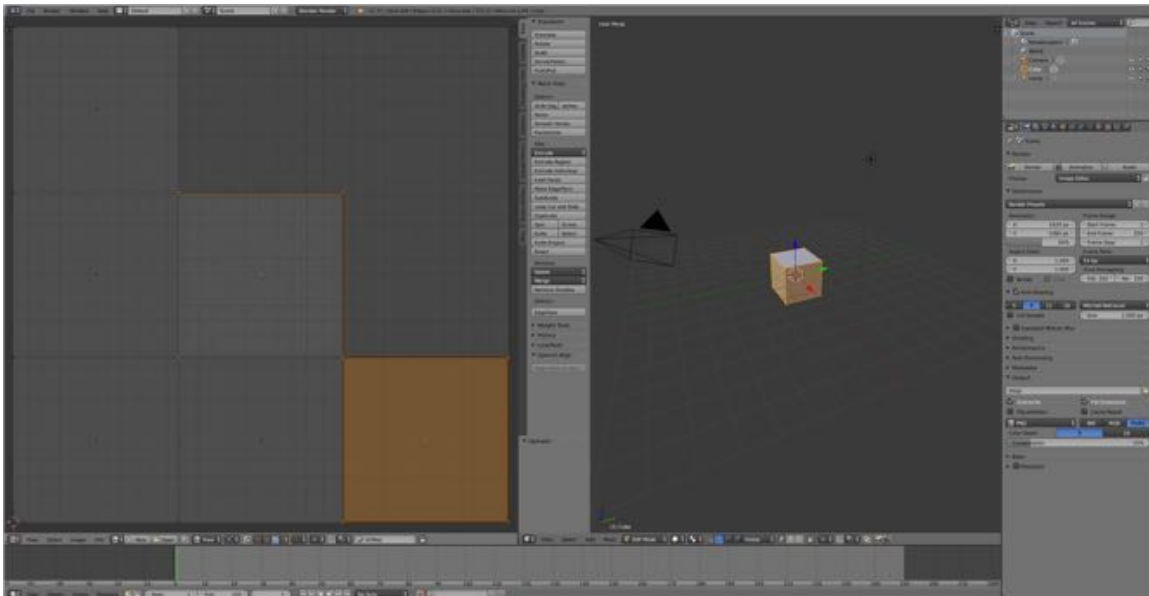
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- **Hover** the mouse cursor over **one of the faces** in the UV/Image Editor and **press RMB**.



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- **Hover** the mouse cursor over a **second face** in the UV/Image Editor and **press RMB**.



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Additional Comments:

This is a tool you will use a lot.

For More Information:

Blender Reference Manual, **Basic Selection**

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