

Select Inverse

Access:

Keyboard shortcut: **CTRL + I-KEY**

Mode: Edit Mode

Panel: None

Menu: Select > Inverse

Description:

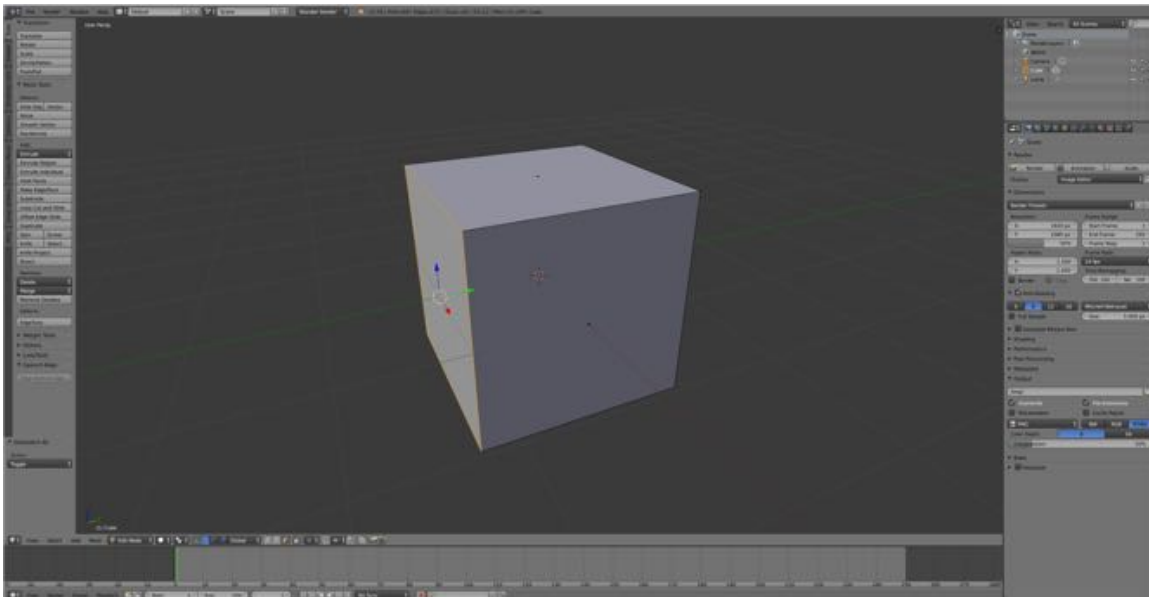
The Select Inverse Tool selects all objects that were not selected while deselecting all those which were.

To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode**.
- **Select a portion** of the model.
- **Press CTRL + I-KEY** to switch the selection to the inverse selection.

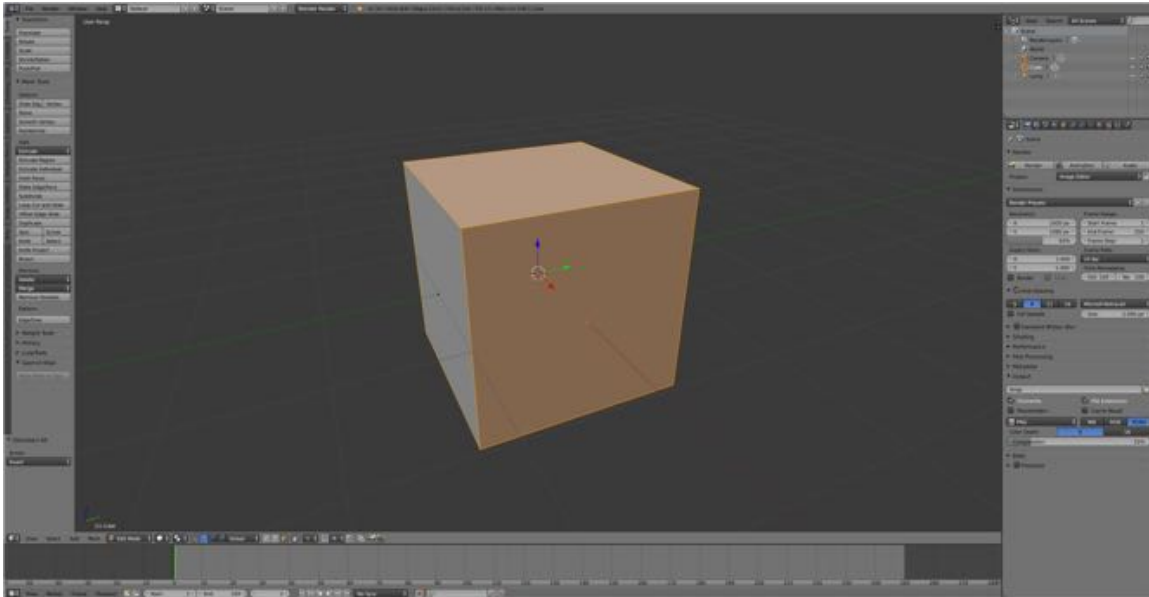
Let's Try It:

- **Open Blender** and **switch** to the 3D Editor's **Edit Mode** and **Face Selection Mode**.
- **Select a face** of the Default Cube.



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- Press **CTRL + I-KEY** to switch the selection to the inverse selection.



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Additional Comments:

Inverse selection can be useful when used I combination with the Hide Tool (H-KEY) to hide portions of the model that are in the way.

For More Information:

Blender Reference Manual, **Selecting**

<https://www.blender.org/manual/modeling/objects/selecting.html>