

Select Linked

Access:

Keyboard shortcut:	L-KEY
Mode:	Edit Mode
Panel:	None
Menu:	Selection > Linked

Description:

The Select Linked Tool is a very useful tool. It selects all vertices and the mouse cursor that are linked. This facilitates selecting a portion of the model, which has been created separately or separated from the rest of the model using the Split Tool (Y-KEY).

To Use the Tool:

- Switch to the 3D Editor's Edit Mode.
- Hover the mouse cursor over the part of the model you wish to select.
- Press the L-KEY.

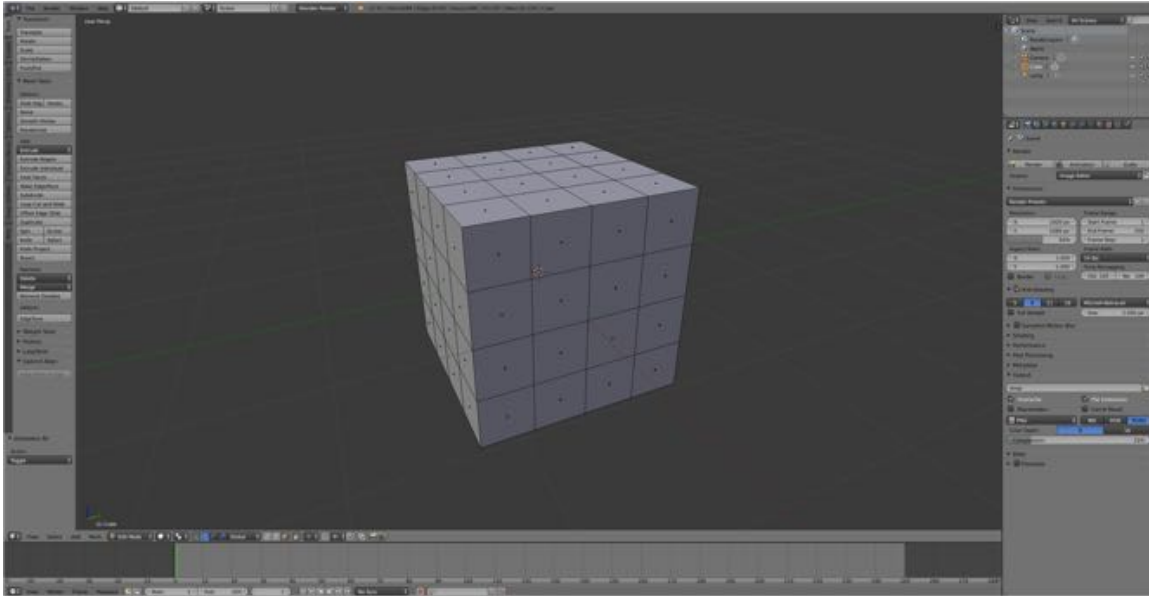
Let's Try It:

Setup

- **Open Blender** and **switch** to the 3D Editor's **Edit Mode** and **Edge Selection Mode**.
- **Select (A-KEY)** the **Default Cube**.
- **Subdivide three times (Tool Shelf > Tools Tab > Add > Subdivide X3)**.
- **Press the A-KEY** to **deselect** the cube.

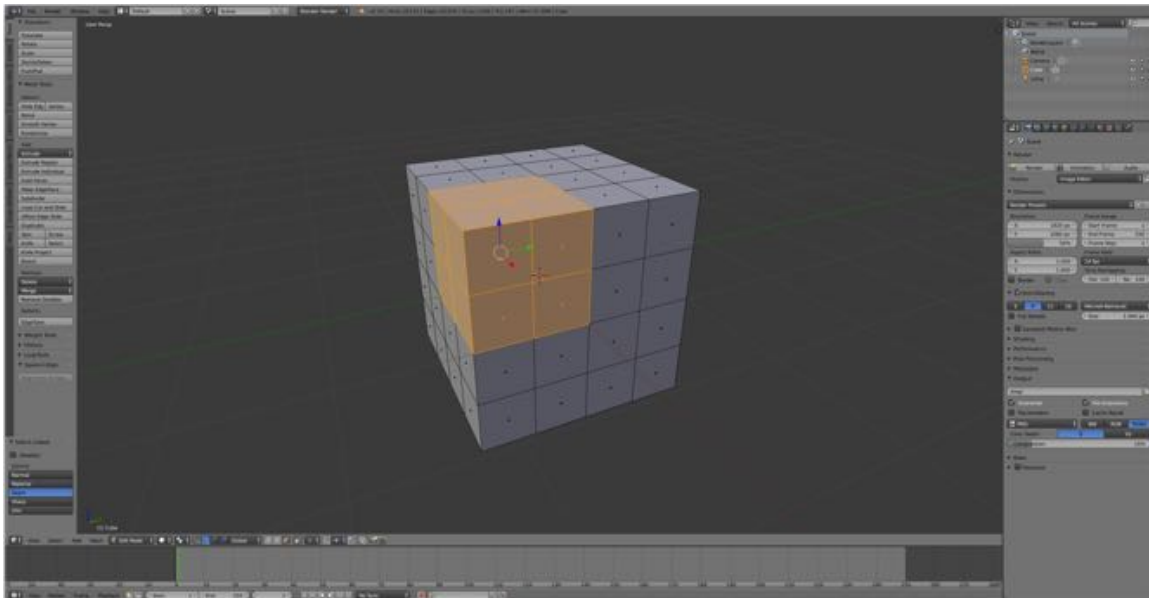
- **Select (RMB)** the faces in the **upper left quadrant**.
- **Press the Y-KEY** to split off.
- **Deselect (A-KEY)** the cube.

End of Setup



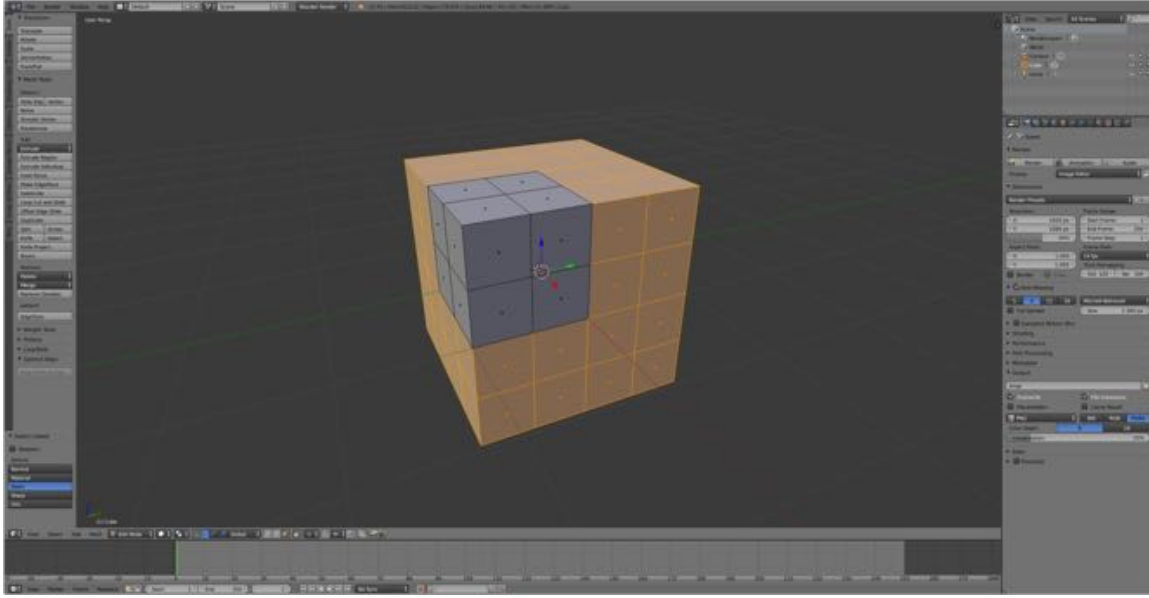
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- **Hover** the mouse cursor over the faces of the **upper left quadrant** of the cube.
- **Press** the **L-KEY** to select.



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- **Hover** the mouse cursor over the faces of the **lower right quadrant** of the cube (or anywhere over the cube except the upper left quadrant).
- **Press** the **L-KEY** to select.



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Additional Comments:

This tool is also useful when you want to hide a part of the model. After selecting you can hide the selection (H-KEY) or invert the selection (CTRL + I-KEY) and hide (H-KEY) the rest of the model.

For More Information:

Blender Reference Manual, **Selecting**

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