

## Select Path

### Access:

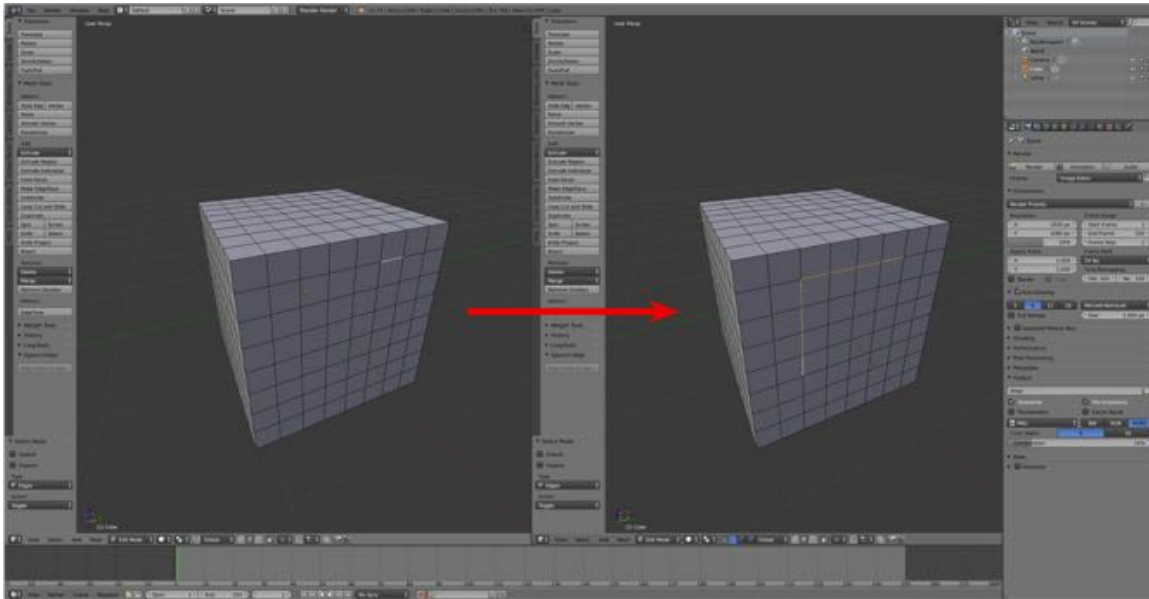
Keyboard shortcut: **RMB followed by CTRL + RMB**

Mode: 3D Editor: Edit Mode

Panel: None

Menu: None

### Description:



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The Path Select Tool is a very useful tool and one that can be overlooked. It works for vertices, edges and faces and can be done in increments to achieve the desired selection.

The selection is started by RMB clicking on the first vertex, edge or face then CTRL + RMB clicking on the last vertex, edge or face. If the desired path is not selected, RMB click on the first vertex, edge or face and CTRL RMB click on one or more of the elements in the path to follow the desired direction then CTRL + RMB click on the last vertex, edge or face.

### To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode** and select either **Vertex-, Edge- or Face Selection Mode**.
- **RMB** clicking on the **first** vertex, edge or face.

- **CTRL + RMB** clicking on the **last** vertex, edge or face.

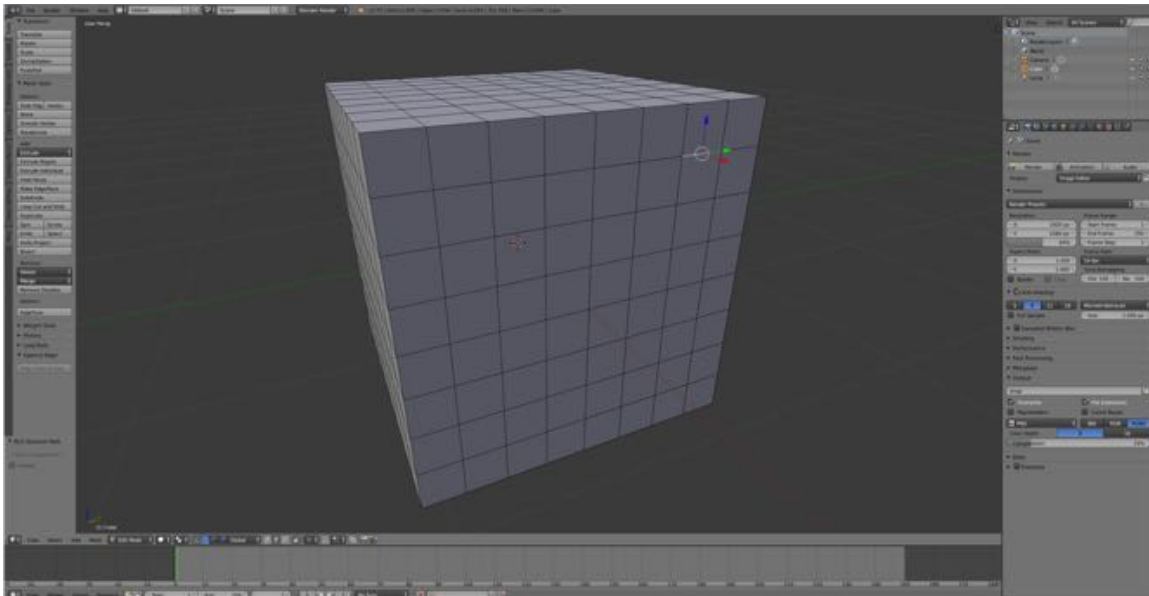
## Let's Try It:

### 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.

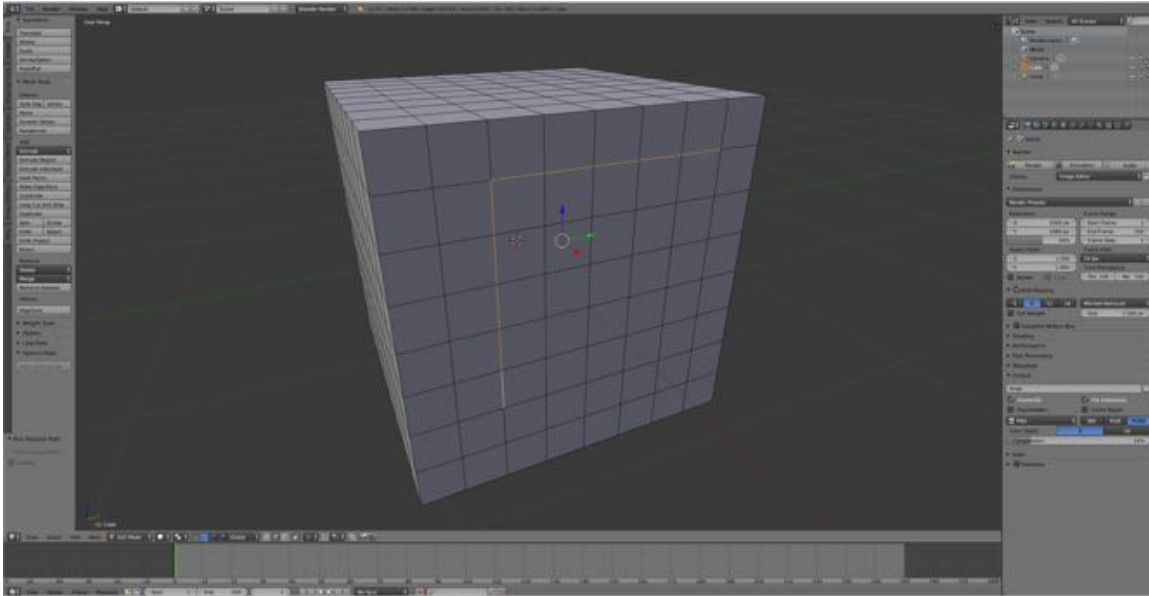
### End of Setup

- **RMB** click to **select an edge**.



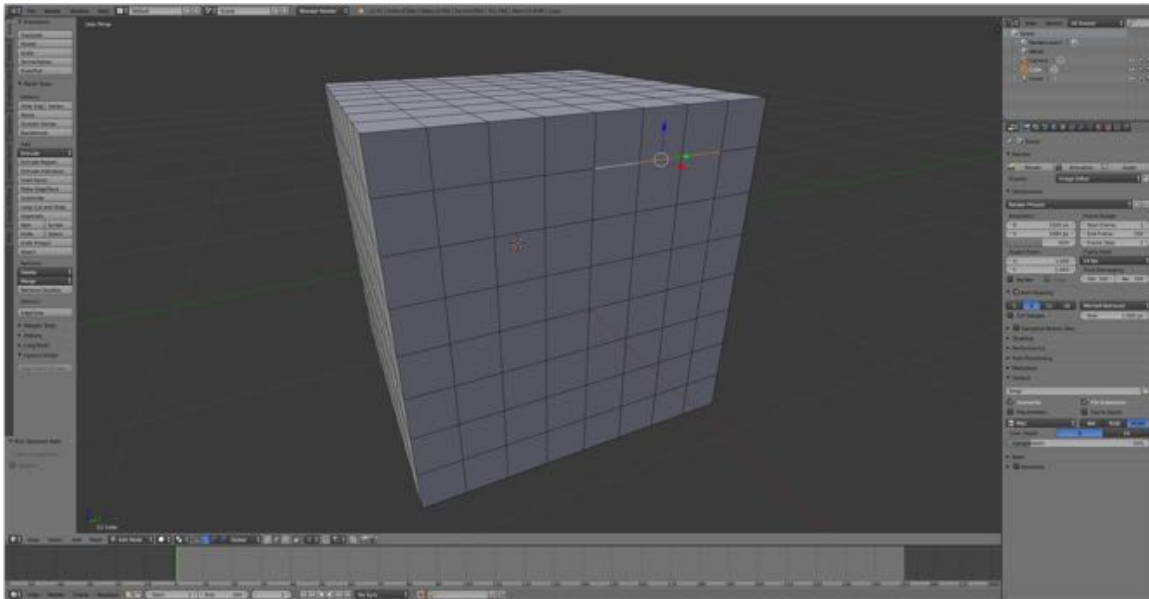
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- **CTRL + RMB** click to **select a second edge**.  
The shortest path will be selected between the first and second edge.

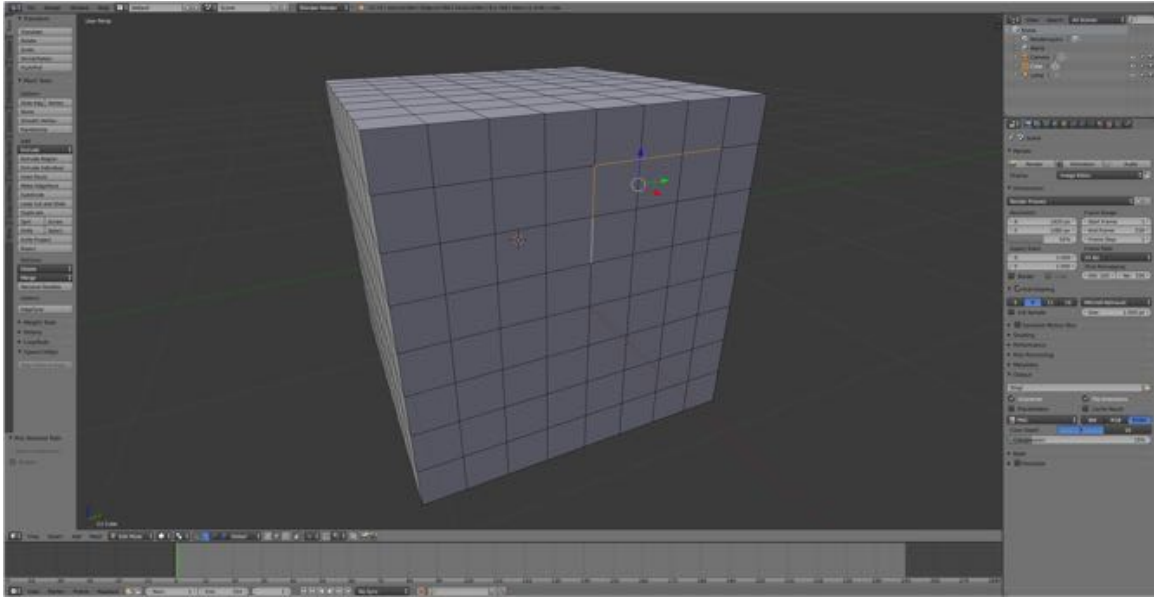


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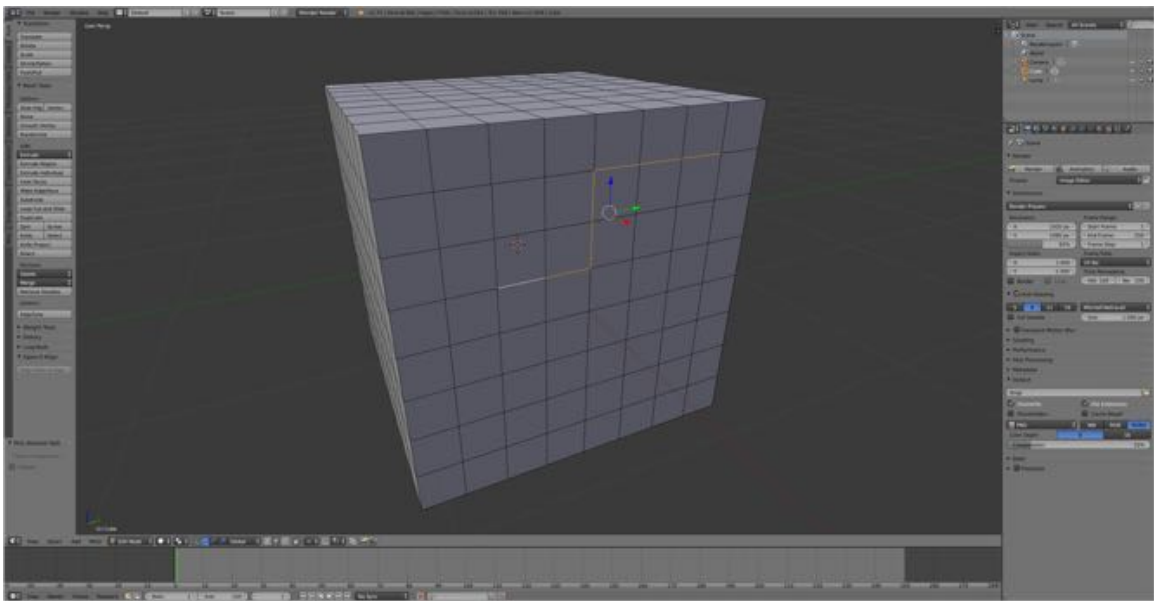
To select a specific path make multiple selects in smaller increments.



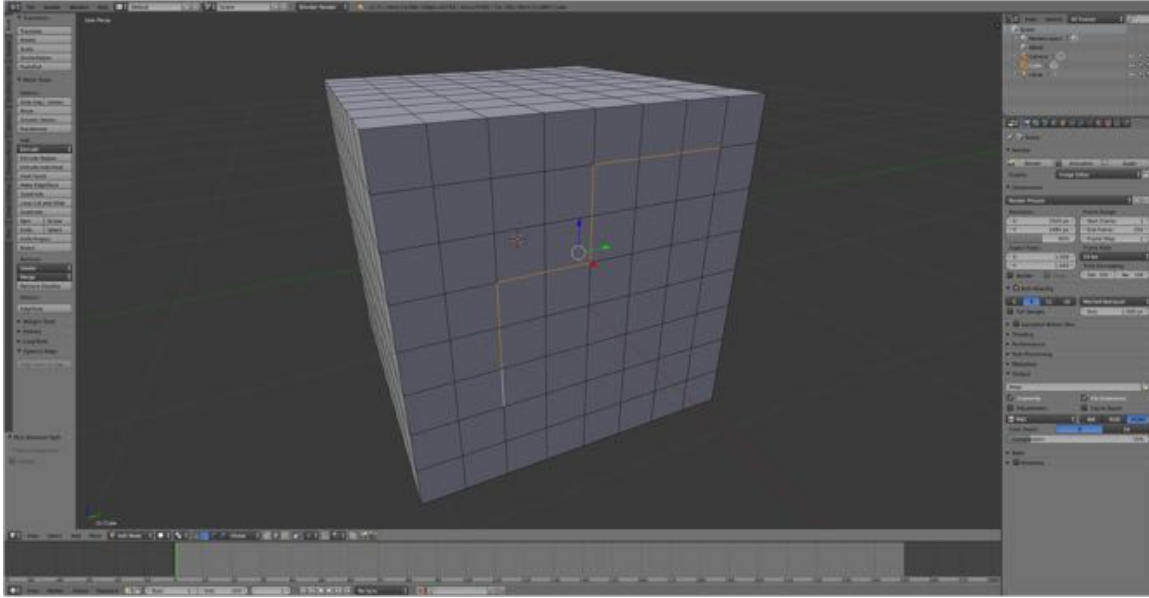
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### **Additional Comments:**

This is one tool I wished I had discovered sooner. It is invaluable for speeding up modeling.

### **For More Information:**

Blender Reference Manual, **Advanced Selection**

<https://www.blender.org/manual/modeling/meshes/selecting/advanced.html?highlight=path%20select>