

Selection Mode

Access:

Keyboard shortcut:	CTRL + TAB
Mode:	UV/Image Editor
Panel:	Header > Vertex, Edge, Face, Island
Menu:	None

Description:

As in the 3D Editor's Edit Mode you can select vertices, edges or faces. But in the UV/Image Editor you can also select contiguous groups of faces (islands). The mode is determined by LMB clicking on the appropriate icon in the UV/Image Editor Header.

To Use the Tool:

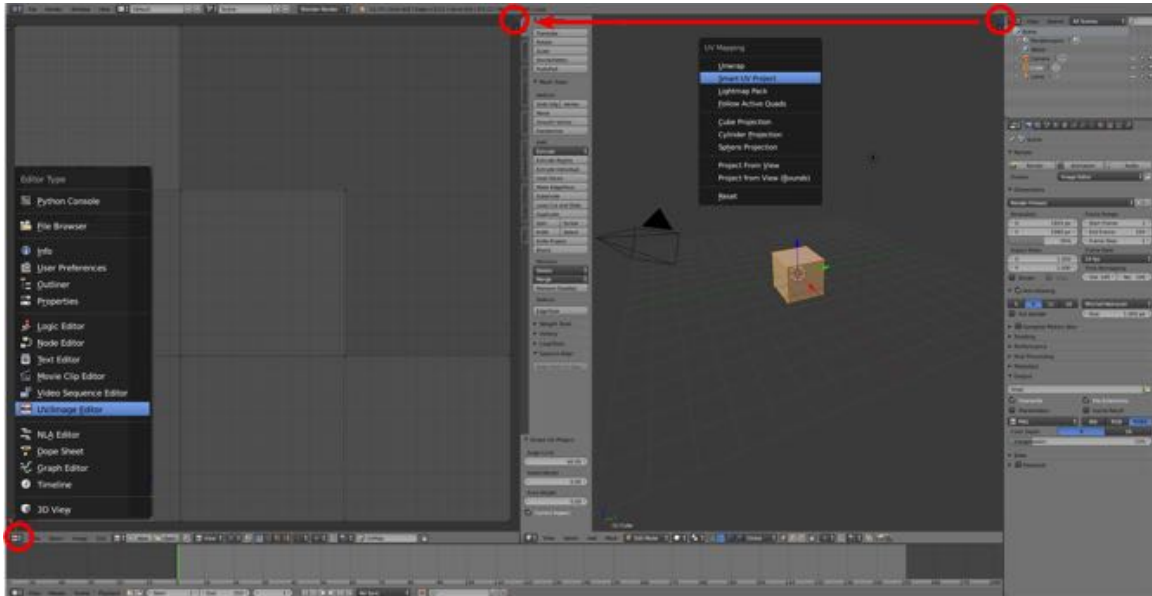
- In the **UV/Image Editor's Header LMB** select either **Vertex, Edge, Face or Island** Icon.

Let's Try It:

Setup

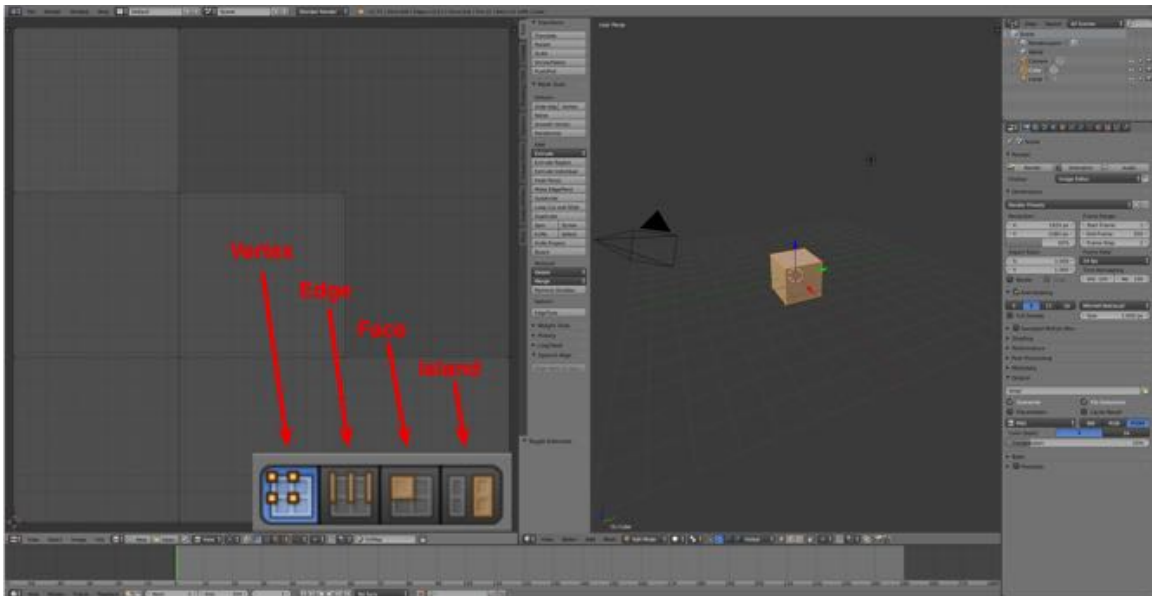
- **Open Blender** and **drag** on the **hatched area** in the upper right-hand corner of the 3D Editor to **create a second 3D Editor Frame**.
- In the left-hand corner of the **left-hand 3D Editor's Header LMB** click on the **Editor Selection Icon** and **select UV/Image Editor**.
- **Hover** the 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



397

- In the UV/Image Editor's Header LMB select either Vertex, Edge, Face or Island Icon.



437

Additional Comments:

I like frequently used tools to have a single key shortcut. For this I assign the keyboard numbers 1 through 0 (these would otherwise designated layers which I do not use that frequently). I have assigned keyboard numbers 1, 2 and 3 to Vertex Select, Edge Select and Face Select, respectively.

For More Information:

Blender Reference Manual, **Editing UVs - Selection Modes**

https://www.blender.org/manual/editors/uv_image/layout_editing.html?highlight=island