

Sync Selection

Access:

Keyboard shortcut: None

Mode: UV/Image Editor

Panel: None

Menu: **Header > Sync Selection >**

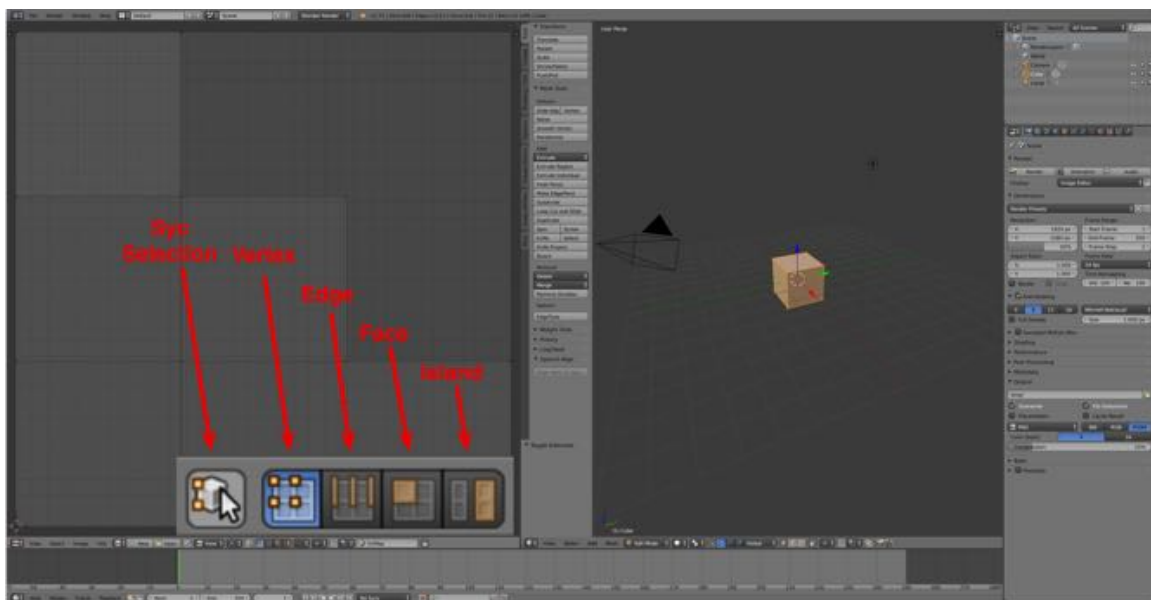
Description:

The Sync Selection Tool allows you to synchronize your selections between the 3D Editor's Edit Mode and the UV/Image Editor. This can be helpful when trying to determine where a specific vertex, edge or face is located in the UV map.

The Sync Selection Tool is off by default as it limits some options for unwrapping. To activate it, LMB click on the Sync Selection Icon just to the left of the Vertex-, Edge-, Face- and Island Selection Mode Icons in the UV/Image Editor's Header.

To Use the Tool:

- In the **UV/Image Editor's Header** LMB click on the **Sync Selection Icon** to toggle on the Sync Selection Tool.
- **Select (RMB)** a **vertex, edge or face** in the 3D Editor's Edit Mode, or visa versa, to locate it in the UV/Image Editor's UV map.

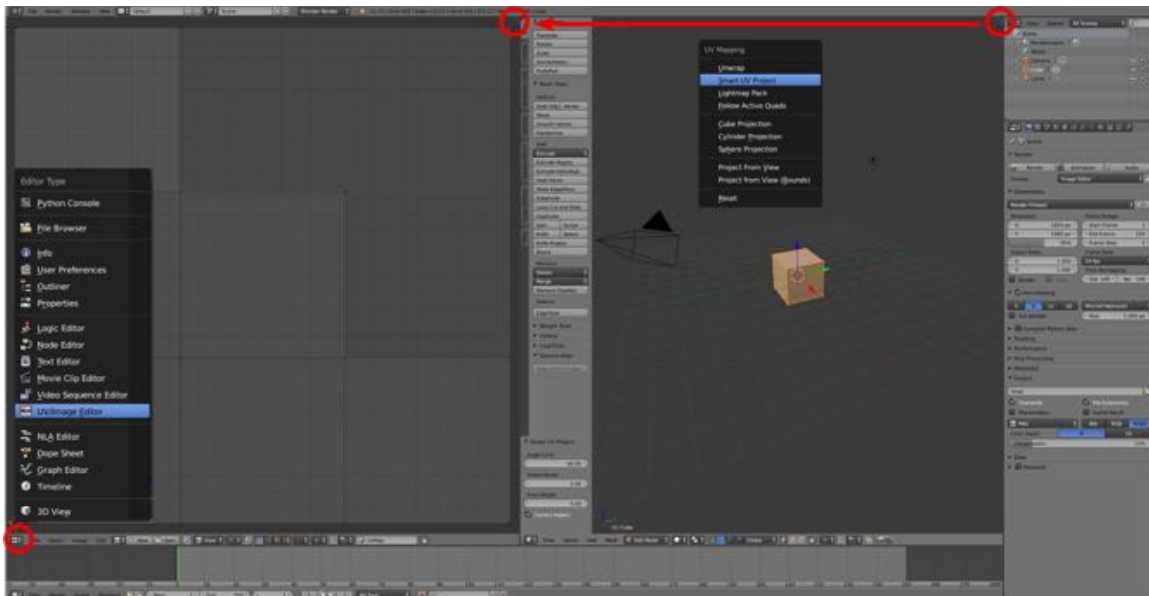


Let's Try It:

Setup

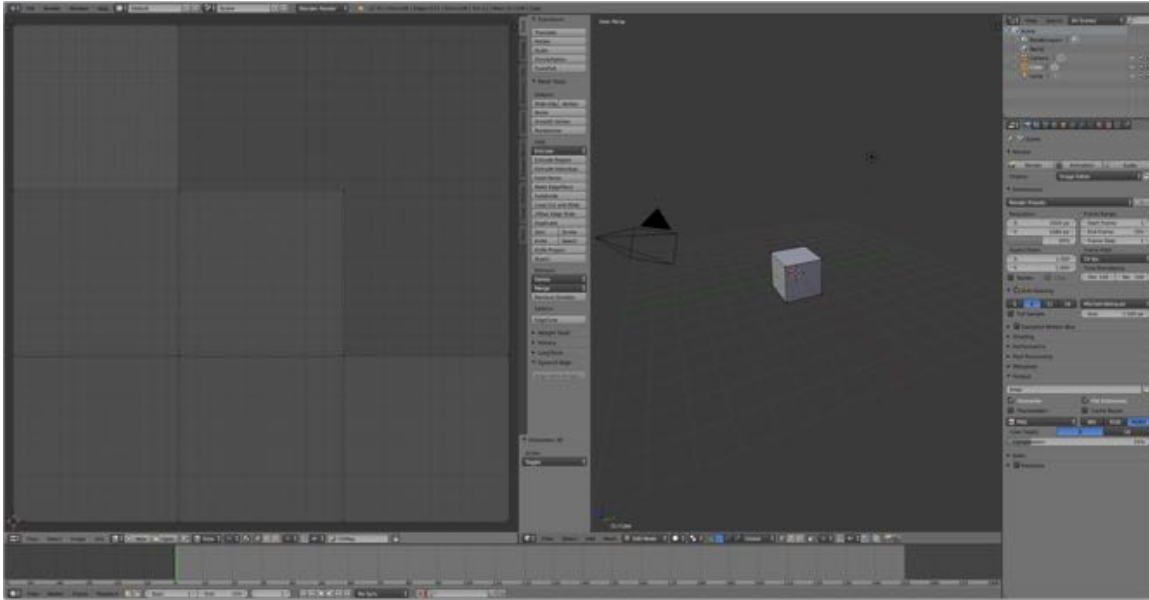
- **Open Blender** and **drag** on the **hatched area** in the upper right-hand corner of the 3D Editor to **create a second 3D Editor Frame**.
- In the left-hand corner of the **left-hand 3D Editor's Header** **LMB** click on the **Editor Selection Icon** and **select UV/Image Editor**.
- **Hover** 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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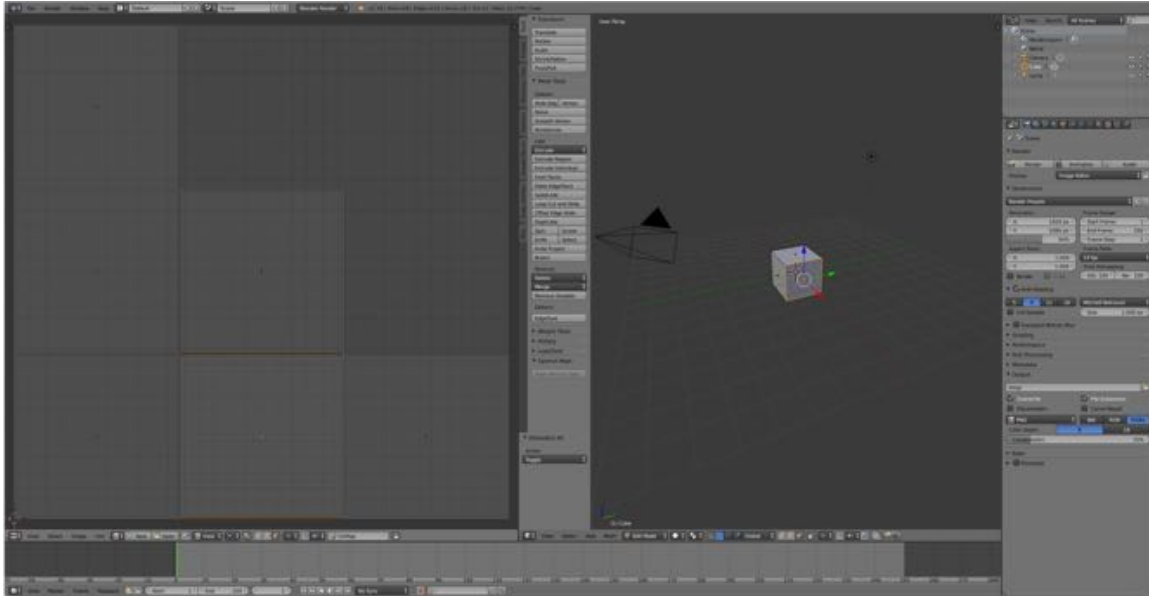
- In the **UV/Image Editor's Header** **LMB** click on the **Sync Selection Icon** to toggle on the **Sync Selection Tool**.
- With the mouse cursor hovering over the **3D Editor**, **press the A-KEY** to **deselect the Default Cube**.



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Notice that the UV map remains visible in the UV/Image Editor even though the cube is not selected in the 3D Editor.

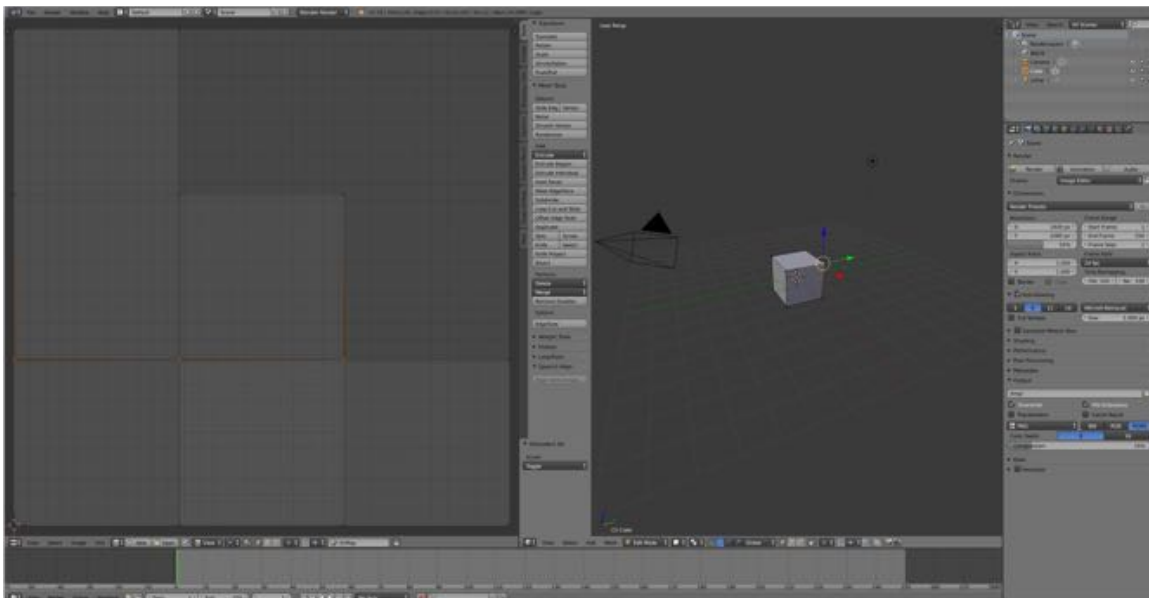
- With the mouse cursor hovering over the **3D Editor**, press the **A-KEY** twice to **select** then **deselect** the **cube**.
Notice that the UV map disappears when the sync selection mode is toggled off and reappears when the sync selection mode is toggled on.
- **LMB** click on the **Face Selection Icon** in either header to switch to Face Selection Mode in both the **3D Editor** and the **UV/Image Editor**.
- **Select (RMB) faces one at a time** in either the 3D Editor or UV/Image Editor.



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Notice that the corresponding face is selected in each editor regardless of which editor was used to select the face.

- **LMB** click on the **Vertex Selection Icon** in either header to switch to Vertex Selection Mode in both the **3D Editor** and the **UV/Image Editor**.
- In the **3D Editor's Edit Mode** select (**RMB**) the **upper left vertex** of the **front face**.



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Notice that while only one vertex is selected in the 3D Editor, three vertices are selected in the UV map. This is because unwrapping with Smart UV Projection separated the faces into individual islands in the UV map while the faces remained connected in the 3D Editor's Edit Mode Face Selection Mode.

Additional Comments:

Vertex-, Edge-, and Face Selection Modes have very different results depending on whether Sync Selection Mode is on or off. You may want to play around with these to further see the difference.

For More Information:

Blender Reference Manual, **Edit UVS Selection Modes**

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