

# Solidify

## Access:

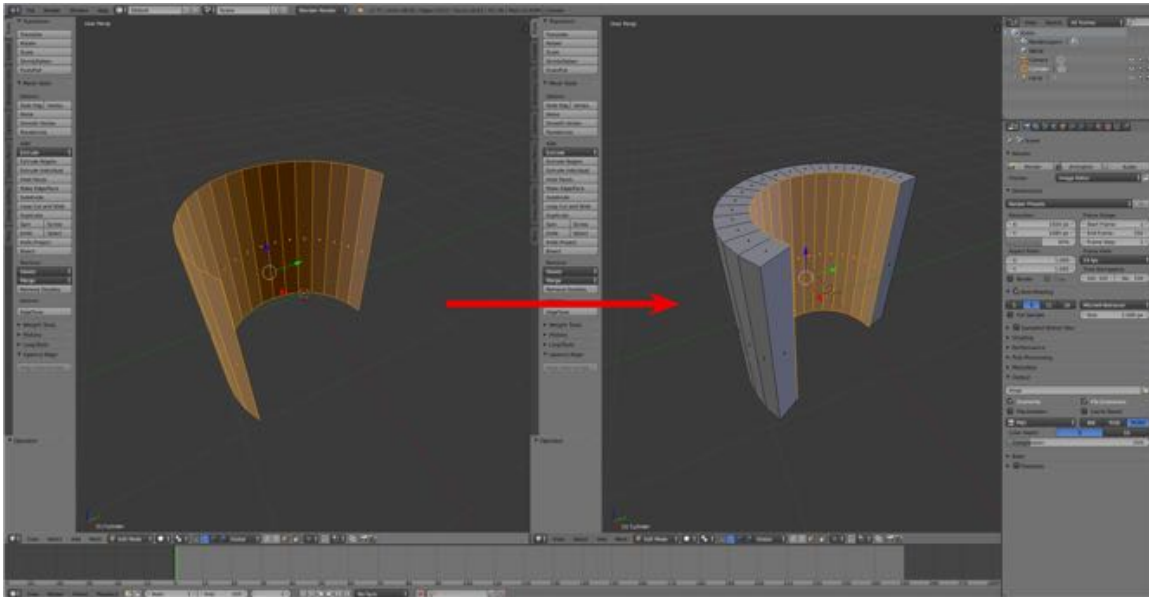
Keyboard shortcut: **CTRL + F-KEY > Solidify**

Mode: 3D Editor: edit Mode

Panel: None

Menu: Mesh > Faces > Solidify

## Description:



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The Solidify Tool extrudes a selection of faces uniformly to give volume to a surface. The thickness can be set by RMB dragging the mouse cursor, constraining to an axis if desired. Or, the thickness can be set in the Tool Shelf's Operator Pane. LMB clicking confirms the action.

## To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode** and **Face Selection Mode**.
- **Select faces** to be solidified.
- **Press CTRL + F-KEY** and **set the thickness** in the Tool Shelf's Operator Pane.

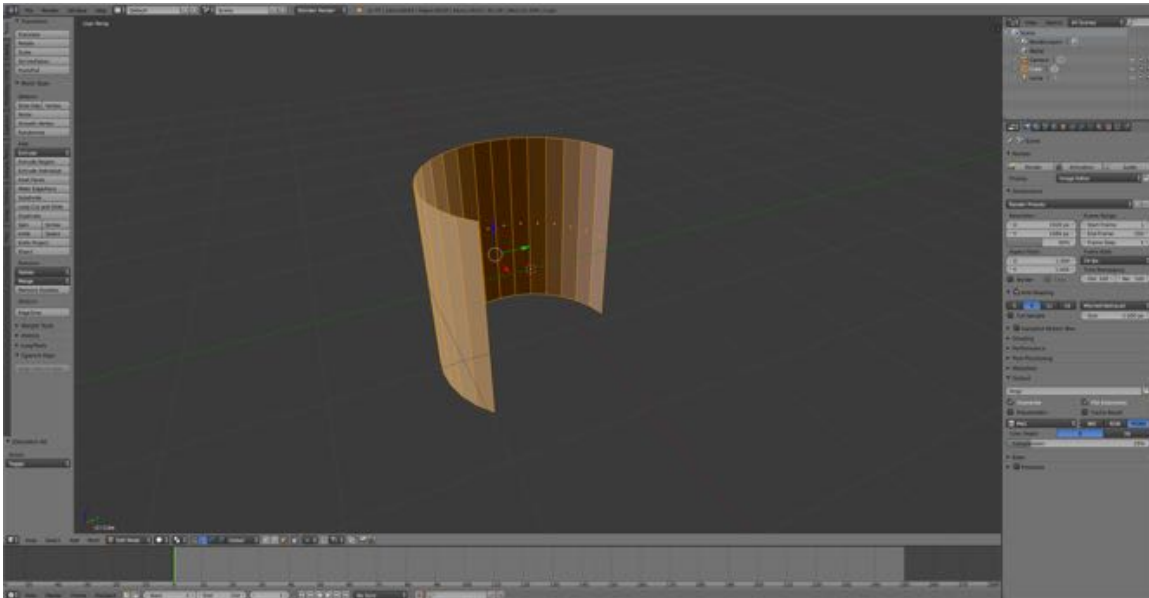
## Let's Try It:

### Setup

- **Open Blender** and select the 3D Editor's **Edit Mode** and **Face Selection Mode**.
- **Press the X-KEY** and select **Delete** to **remove the Default Cube**.
- From the **Add Menu** select **Cylinder**.
- **Remove (X-KEY > Faces)** the **top** and **bottom** faces and **front** faces.

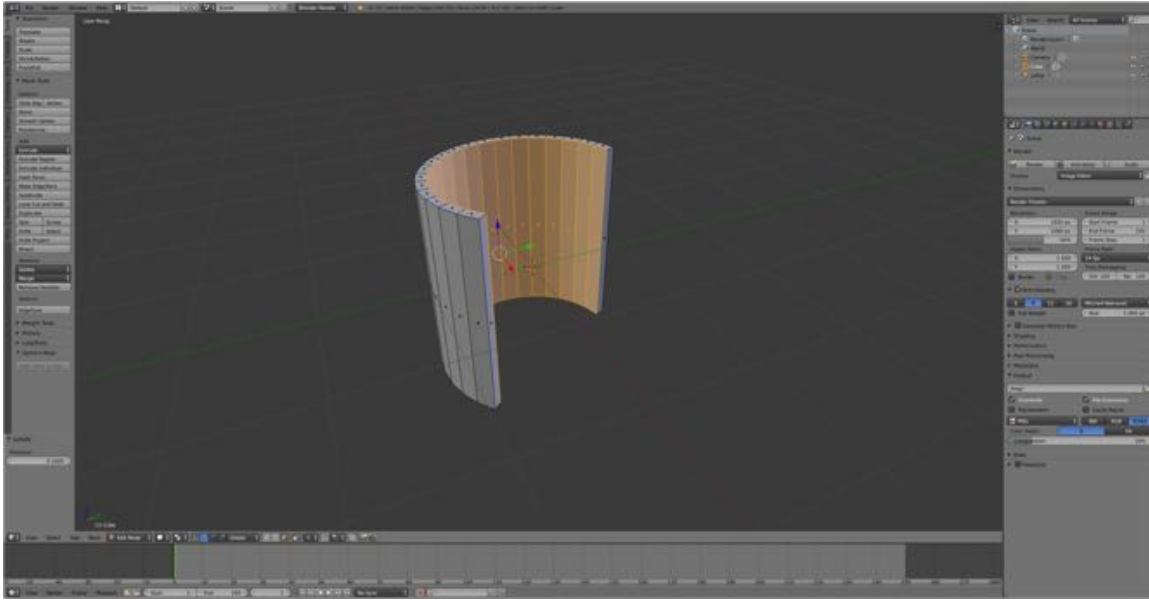
### End of Setup

- Select (A-KEY) the remaining faces.



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- **Press CTRL + F-KEY** and set the **thickness** in the Tool Shelf's Operator Pane to 0.1000.



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### **Additional Comments:**

In the Tool shelf's Operator Pane, positive values offset the surface inward relative to the normals. Negative values offset outward.

### **For More Information:**

Blender Reference Manual, **Face Tools**

<https://www.blender.org/manual/modeling/meshes/editing/faces.html?highlight=solidify>