7.1.10 Editors - 3D View - Header - Mesh - Edit Mode - Vertex Menu

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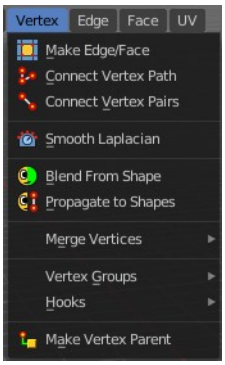
Edit Mode - Vertex Menu

The Vertex menu just exists for mesh objects. It provides you with tools that are designed to modify vertices.

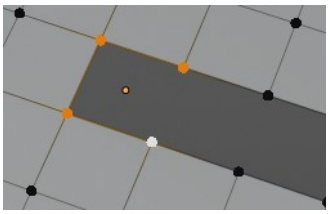
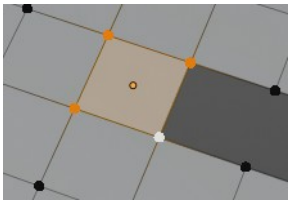
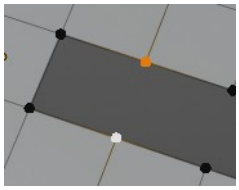
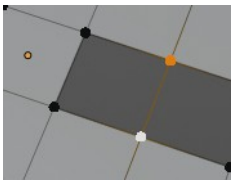


Make Edge/Face

Adds a face when you have edges selected. And Edges when you have Vertices selected. It's a Bridge tool.

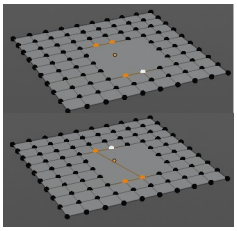
You can have either the one method or the other. When you select two adjacent vertices, then you select the edge too. And the tool works in edge mode then. In this case just the possible faces gets created. Not edges between single vertices.

First select the edges or Vertices that you want to bridge. Then click the New Edge/Face from Vertices Button.

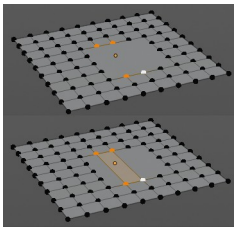
Connect Vertex Path

Connect Vertex path connects selected vertices, but takes the vertex order into account in which you selected the vertices. It just creates edges between vertices that are not connected in this order.



Connect Vertex Pair

Connect Vertex pair connects selected vertices and makes a face of the pairs.

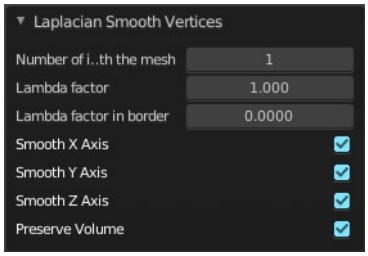


ius, then it gets calculated..

Smooth Laplacian

Laplacian Smooth Vertex smooths out the angles between the selected vertices. It is a tool to reduce noise at the mesh. It works a bit different than the normal Smooth Vertex tool. And gives a different result. The Laplacian method allows you to preserve the volume, and to adjust border smoothing.

Last Operator Laplacian Smooth Vertex



Number of Iterations

Number of Iterations is the number of iterations that the smoothing action gets repeated. With 1 the smoothing is just performed once. With 10 it is performed ten times.

Lambda Factor

Lambda Factor is the strength of the smoothing.

Lambda Factor in border

Lambda Factor is the strength of the smoothing in border areas.

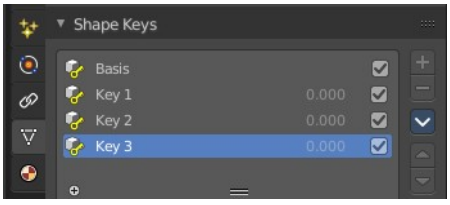
Smooth Axis

The Smooth Axis checkboxes allows you to limit the smoothing to specific world axis.

Preserve Volume

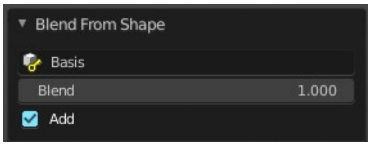
Preserve Volume preserves the volume of the object.

Blend from Shape



This tool requires to have a shape key at the mesh. It blends the selected shape key into the mesh.

Last Operator Blend from Shape



Drop-down box

Here you can define which shape key should be used.

Blend edit box

Here you can adjust the blend factor between the current shape and the shape that you want to blend here.

Add

Add to blend shape instead of blending in.

Propagate to Shapes

This tool requires to have a shape key at the mesh. It applies the current vertex locations for the selected vertices to all other shape keys at the mesh.

Merge Vertices

Merge vertices together. When you pick a vertice, and add more vertices to the selection, then you get two more tools, to merge to the first or last vertice. When you box select, or use select all, then you get just the other three tools.

At First

Merges the current selected vertices at the first selected vertice.

At Last

Merges the current selected vertices at the last selected vertice.

At Center

Merges the geometry at the centre of the selected vertices.

At Cursor

Merges the geometry at the 3D Cursor.

Collapse

Merges the geometry at the centre of the selected vertices.

Last Operator Merge

Type

Type is the drop-down box again where you can choose what method to use for merge.

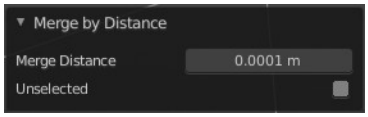
UV's

With UV's ticked the UV mapping will update with changes at the geometry.

By Distance

Merges vertices that are very close to each other. The merge happens at the center. When you need more control then you should use the Merge Vertices tool.

Last Operator *Merge by Distance*



Merge Distance

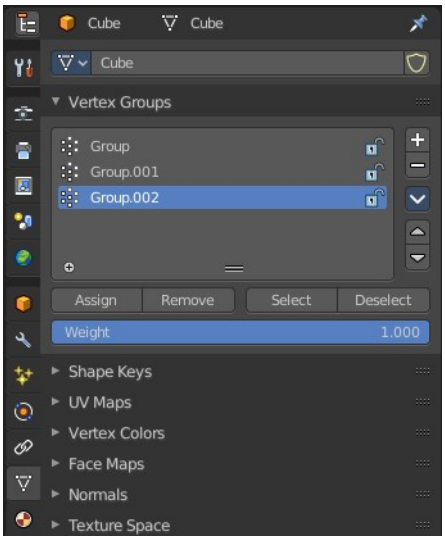
Here you can adusut the distance in which the vertices gets merged.

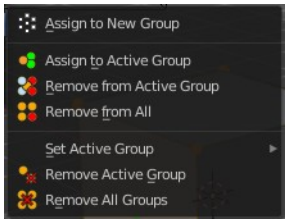
Unselected

Merge selected vertices also with other unselected vertices.

Vertex Groups

Vertex groups is a menu around vertex group functionality. The vertex groups can be found in the Object data tab in the Properties editor.





When there is no vertex group assigned yet then you can only see one menu item. The Assign To New Group button.

Once you have a vertex group assigned you will see the full functionality.

Assign to New Group

Assigns the mesh selection to a new vertex group.

Assign to active Group

Assigns the mesh selection to the currently active vertex group.

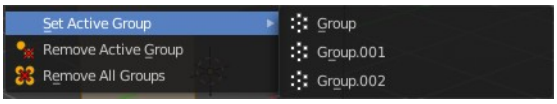
Remove from Active Group

Removes the mesh selection from the currently active vertex group.

Remove from All

Removes the mesh selection from all vertex groups.

Set Active Group



Here you can select a vertex group to be the active one.

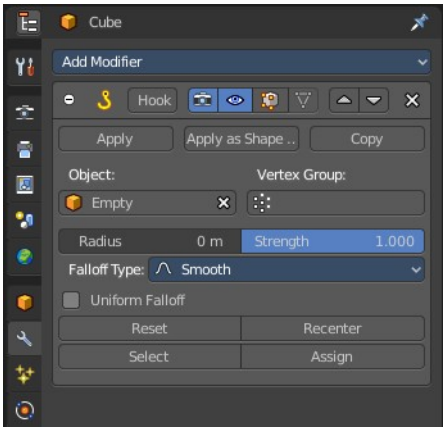
Remove Active Group

Removes the currently active vertex group.

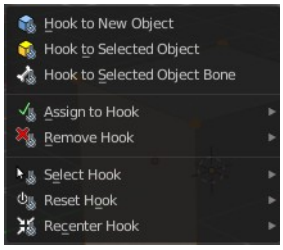
Remove All Groups

Removes all vertex groups from the mesh.

Hooks



Hooks is a menu with tools around the hook modifier. You could also adjust the hook modifier from the Properties editor. But the menu items are more accessible.



When there is no hook modifier at the mesh then you just see three menu items. When there is minimum one hook modifier applied, then you will see an extended menu.

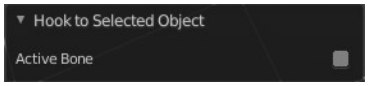
Hook to New Object

Creates a new Hook Modifier for the active object and assigns it to the selected vertices. It also creates an empty at the center of those vertices, which are hooked to it.

Hook to Selected Object

Does the same as *Hook to New Object*, but instead of hooking the vertices to a new empty, it hooks them to the selected object (if it exists). There should be only one selected object (besides the mesh being edited).

Last Operator Hook to Selected Object



Active Bone

Hook to the object(s) of the active bone.

Hook to Selected Object Bone

Does the same as Hook to New Object. But it sets the last selected bone in the also selected armature as a target.

Assign to Hook

Here you can assign the selected vertices to the chosen hook modifier. Existing hooks gets overwritten. One vertex can be assigned to more than one hook.

Remove Hook

Removes the chosen Hook Modifier from the object.

Select Hook

Selects all vertices assigned to the chosen Hook Modifier.

Reset Hook

Resets the chosen Hook Modifier.

Recenter Hook

Recenter the Hook Modifier.

Make Vertex Parent

Parents another object to the selected vertice(s).

Workflow:

In Object mode select the object that you want to parent to a vertex. Shift select the parent object so that both are selected. Enter Edit mode. Then select one vertex for a single point. Or three for an area. Then click the Make Vertex Parent button to make the relation.