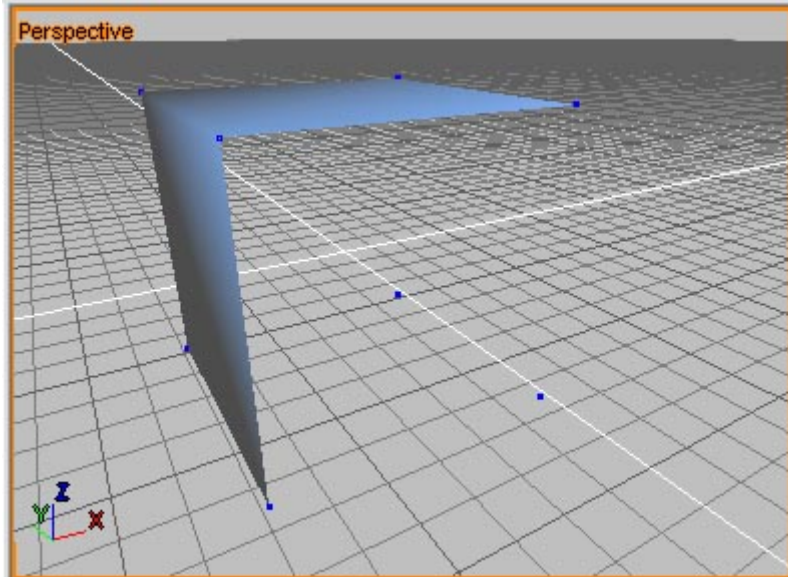


Creating Vertices / Faces

For this example I've created a cube primitive and deleted two front faces which will be recreated for 'Create New Faces' example.

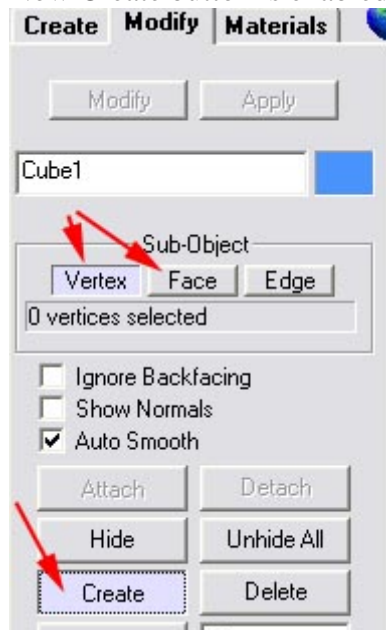
*Using Front view



Select mesh and go to Edit Mesh Dialog.

Press Vertex if creating new vertices or Face for faces.

Now Create button is enabled. Press it.



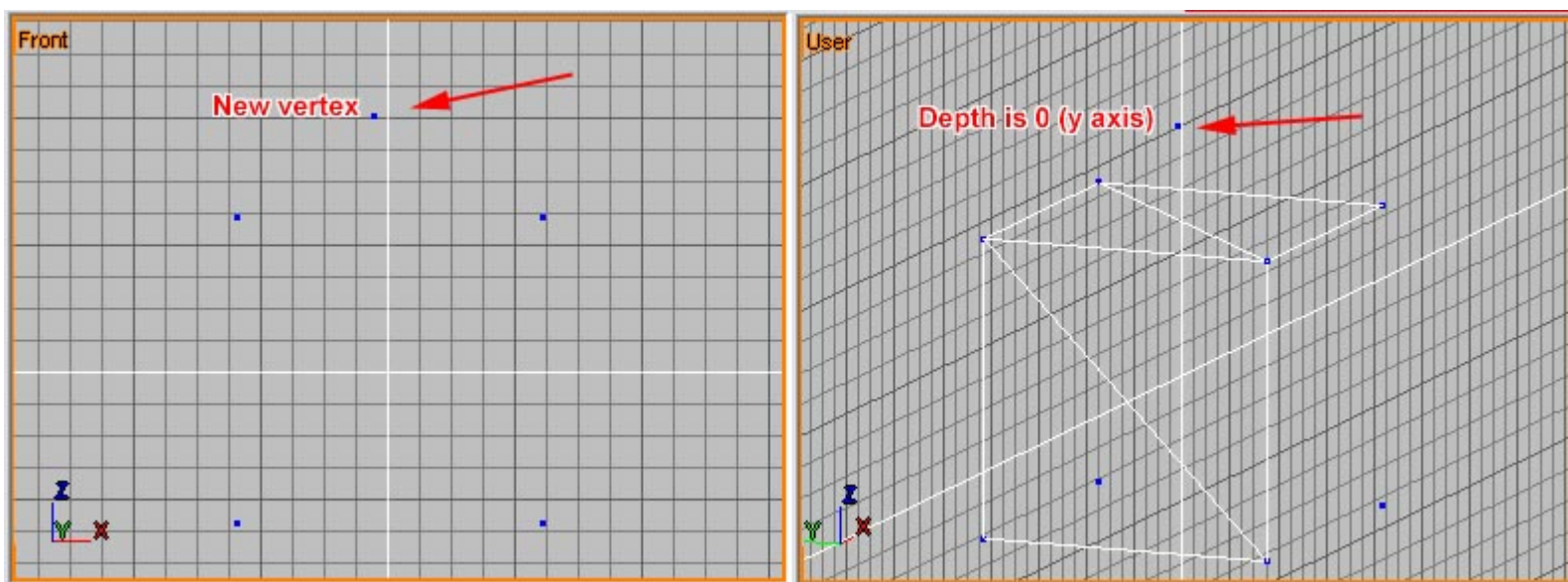
A) Vertex:

Start creating new points by clicking in a viewport (dont use perspective).

Vertices depth value will be set to 0 so you must position them manually.

i.e if you create a vertex in Front view (x,z axes for screen x,y) y will be 0.

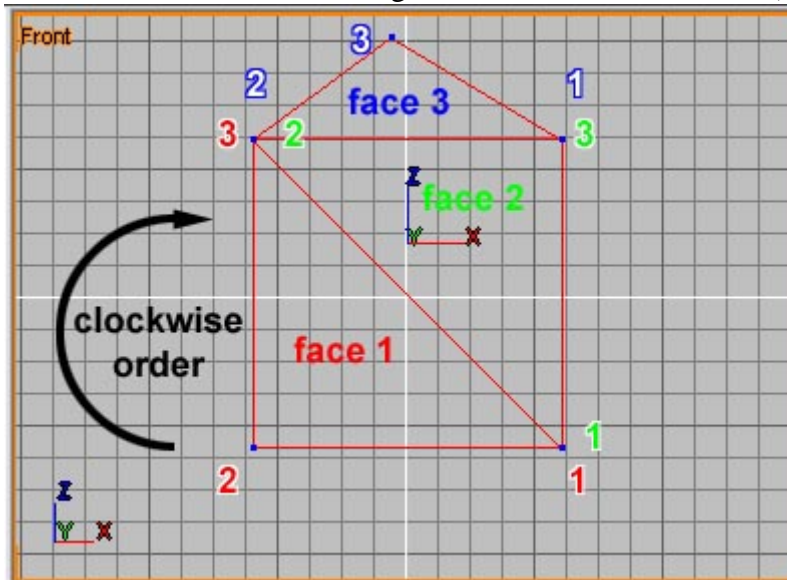
In this example only one is created. Will help build a face in the next example.



B) Face:

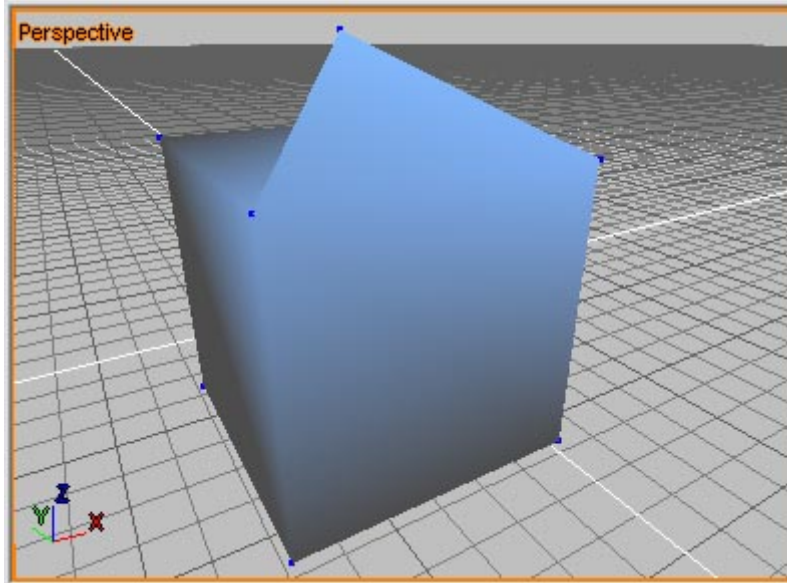
Click on three vertices for each face. Clockwise order.

First I create the cube's missing faces and then an extra face(3) using new vertex.



Press Create button when done.

Final Cube:



If you want to create a mesh from scratch just create a primitive(i.e plane) and start creating vertexes,faces.
Delete its original vertices when you create your model.

Prometheus