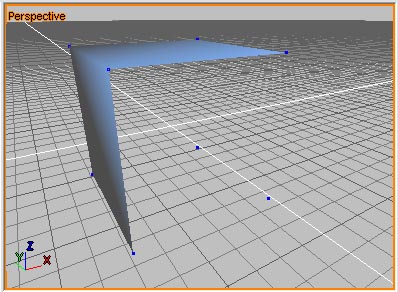
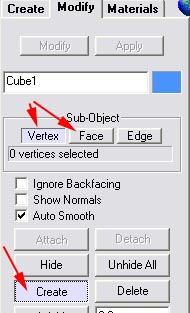
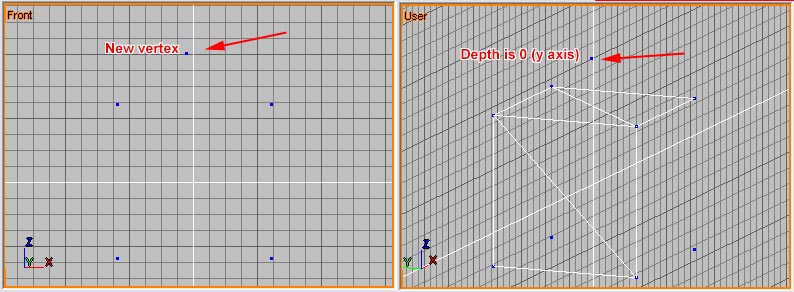
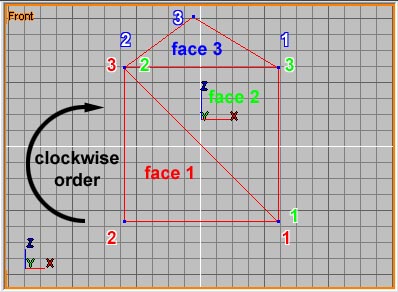
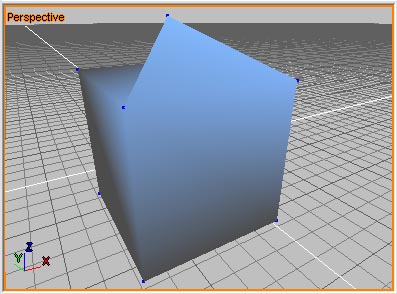
**Creating Vertices / Faces**

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 vertixes,faces.   
Delete its original vertices when you create your model.  
  
Prometheus