

Modeling Toolkit

Multi-Component

1 face selected

- Pick/Marquee
- Drag
- Tweak/Marquee
- Camera Based Selection
- Highlight Backfaces
- Highlight Nearest Component

Symmetry > Off

Selection Constraint > Off

Transform Constraint > Off

Soft Selection

Mesh

Combine

Separate

Custom Shelf

Channel Box / Layer Editor Modeling Toolkit

Object Help

View Shading Lighting Show Renderer Panels

bottom1

top

View Shading Lighting Show Renderer Panels

side

front

1 1 1 120 200 120 90

No Anim Layer No Character Set

MEL