


# Release Notes/More Mesh Tools

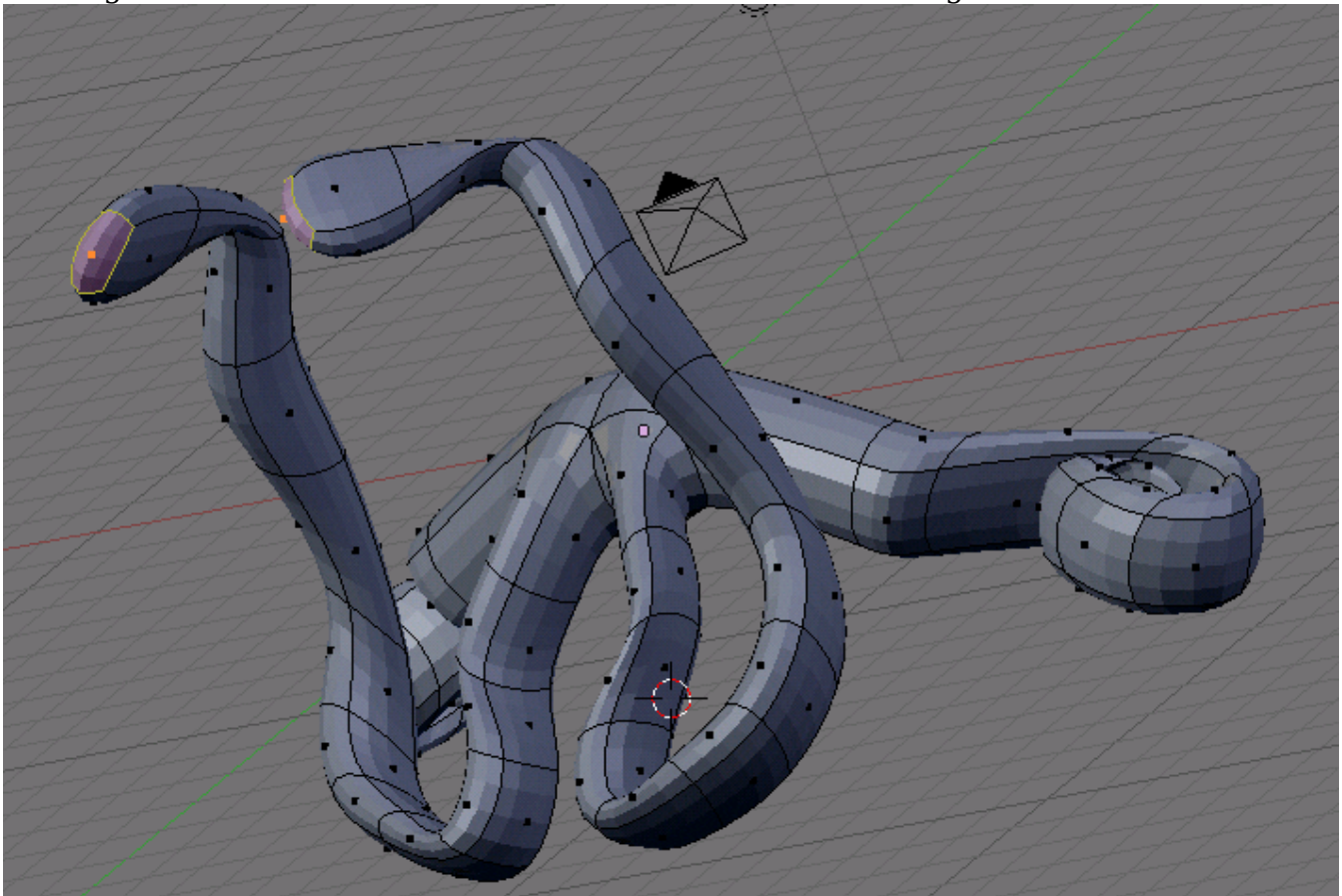
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## Organic Extrusion

**Ctrl** **LMB**  in Edit Mode now extrudes the entire selection, or adds a vertex if nothing is selected. The extrusion is rotated based on the angle it was extruded at.

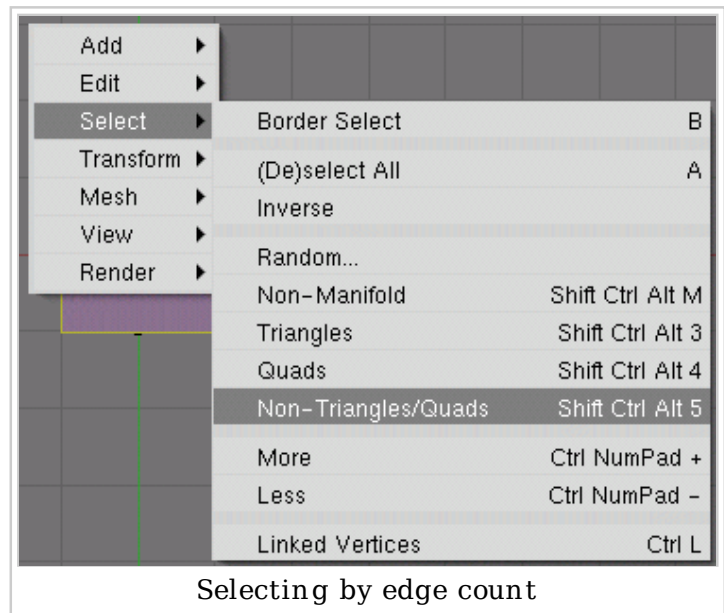


## Selection

In *Face select mode*, faces can be selected based on whether they are *triangles*, *quads*, or *other*. Hotkeys:

- **CTRL-SHIFT-ALT-3** selects all triangles
- **CTRL-SHIFT-ALT-4** selects all quads
- **CTRL-SHIFT-ALT-5** selects all non triangle/quad faces.

These tools are also available in both the 3D view header and Toolbox Select menus.



## Misc

- Curves in EditMode draw extrusions, bevel objects, and tapers in Solid mode.
- The calculation of normals and smoothness when adding new faces with **F** has been improved, as well as allowing faces to be created in more situations.
- The *Convert to Triangles* tool ( **Ctrl T** ) checks for the shortest diagonal to determine how the triangles are created. **SHIFT-CTRL-T** creates the triangles exactly opposite of the **Ctrl T** tool, which can be helpful for low-poly modeling.

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