



Blender Market – Select By Pro v1.0.2

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Blender Market – Select By Pro v1.0.2: Select By extends the standard selection tools available in Blender 3D, enabling the user to save selections and select by polycount and much more.

- **Locate Copy**Select the object within the viewport, then select From the menu > Search Copy. This will locate and highlight all objects in the scene that share the same name.
- **Storage Selection:** Save the objects, you have selected that can be brought back with the Restore Selection
- **Restore Selection** Restores the stored objects

Select Mesh Objects lets you choose mesh objects from the current scene

using a variety of parameters to choose objects that have more than 10 vertices. more than or equal

This tool is great when you are aware of the polycount of an object and you have multiple objects within the scene.

Select > Select From Menu

- **The same PolyCount**
 - Select objects from the scene that have the same number of polygons that are that of the Active (selected) item.
- **Scale greater than 1**
 - Choose objects that have a scale that is greater than 1.
- **Negative Scale**
 - Choose objects that have negative scales with respect to any aspect of the X or Z transform
- **Choose Negative for X, Z, or Z the location**
 - Choose all objects in the scene with a negative X, Y, or Z Location.
- **The Slots are not Material**
 - Choose objects that do not have slots for materials connected
- **Includes Material Slots**
 - Choose objects with the materials that have been used
- **Object Modifiers**
 - Choose objects with modifications disabled
- **Disabled Selected in Render**
 - Remove objects that are selected by the Render Engine
- **Allow Selection in Render**
 - Select the object to be enabled to render in the Render Engine
- **Lock Transform LRS**
 - Secure the location, rotation, and Scale of selected objects
- **Lock Transform and Unlock LRS**
 - Lock selected objects Location Scale, and Rotation
- **Print Mesh Data**
 - Print the entire object "including deleted data blocks that are still in the blend file" polycount edges, vertices, and edges.



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