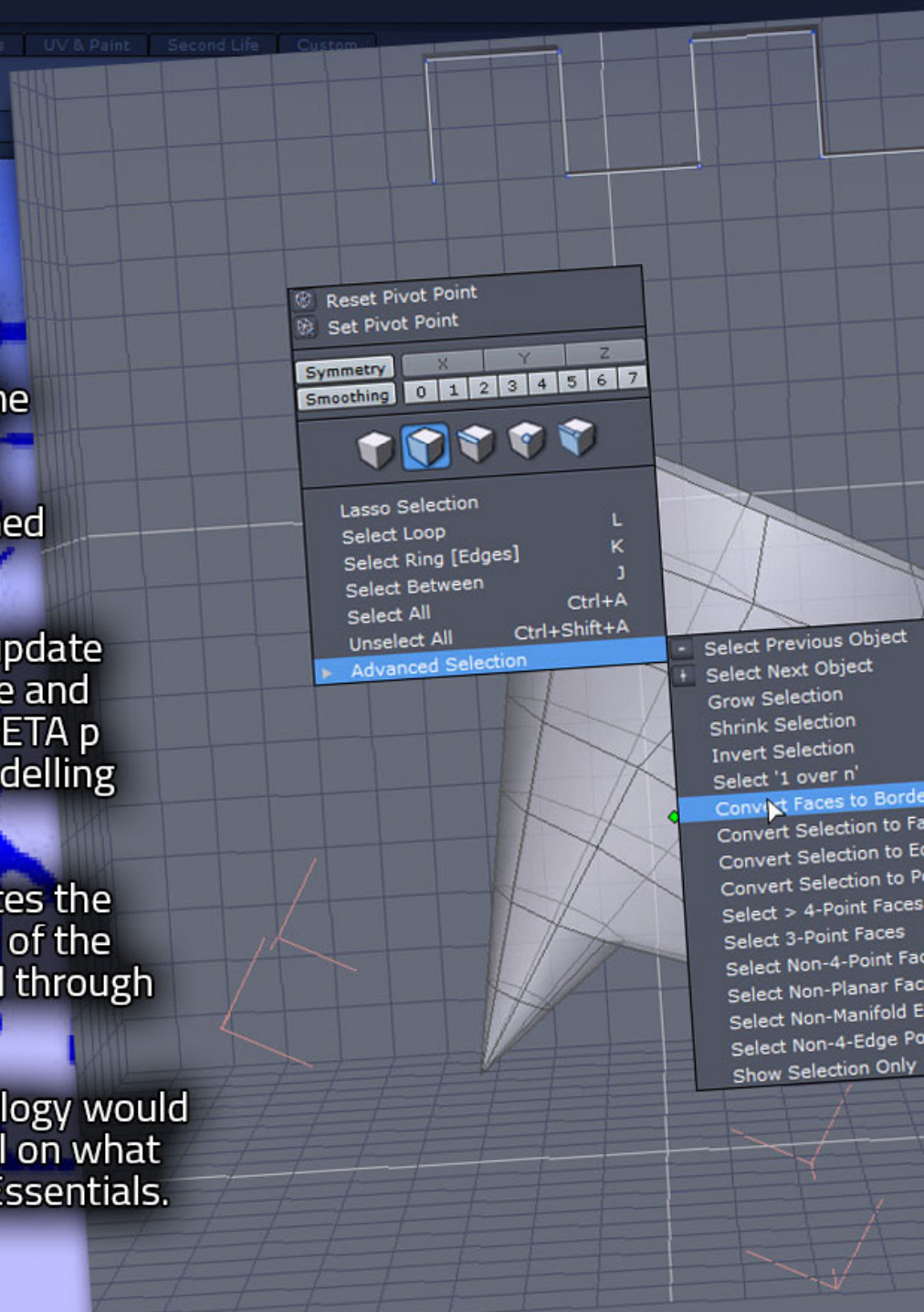# Meshology

Hexagon Essential Tips

2018 Christmas Freebie

Hexagon has been around as a modelling tool for a long time. One of it's major strengths is the ease at finding what you need, regardless of whether you're a newbie to modelling, or seasoned professional.

Daz Productions continues to update and fix issues with the software and the current version 2.5.2.137 BETA promises to be a pretty solid modelling package.

Seaghan Hancocks demonstrates the user interface along with some of the tips and tricks that he's learned through his modelling experiences.

So, for Christmas 2018, Meshology would like to give you this free tutorial on what we believe to be the Hexagon Essentials.

Presented by Seaghan Hancocks

Hexagon Essential Tips – 2018 Xmas Freebie

recorded November 22, 2018 v1

Time Code	Topic
00:30:00	Introduction
00:01:52	The Manipulators
00:04:02	World / Selection / Bounding Box - the differences
00:06:42	Making Geometry Selections, The Tools of the Trade
00:08:26	Loop, Ring and BETW (Between) Selections
00:09:04	Lasso Selections
00:09:33	Screen Configurations
00:10:38	Drawing Constraints
00:11:24	Deleting and Object
00:14:12	Constrain to Feedback Grid
00:17:43	Viewing Work
00:18:02	View Detail - for getting up and close to your model
00:19:47	Pan, Zoom, Rotate - The Staples of Model Building
00:22:10	Displaying the Geometry
00:22:29	Displaying or Hiding the Mesh
00:26:51	Changing the Position of the Pivot Point
00:27:08	Sidestep: How to Get Your Universal Tool Back when it Disappears (without rebooting)
00:29:02	Perspective vs Orthographic Views
00:29:54	Fixing the Screen Refresh of the Soften/Pinch/Inflate Tools
00:31:08	Incremental Saving, Will Save your Model and Your Sanity
00:34:10	Changing the Brush Size without Typing Numbers
00:37:38	Finding and/or Changing the Keyboard Shortcut Preferences
00:38:23	Options in the Preference Editor
00:41.56	Select '1' over 'n' - What Does It Mean and Uses
00:45:10	Adding Three Plan Views to Replace the Grid
00:52:21	End Credits