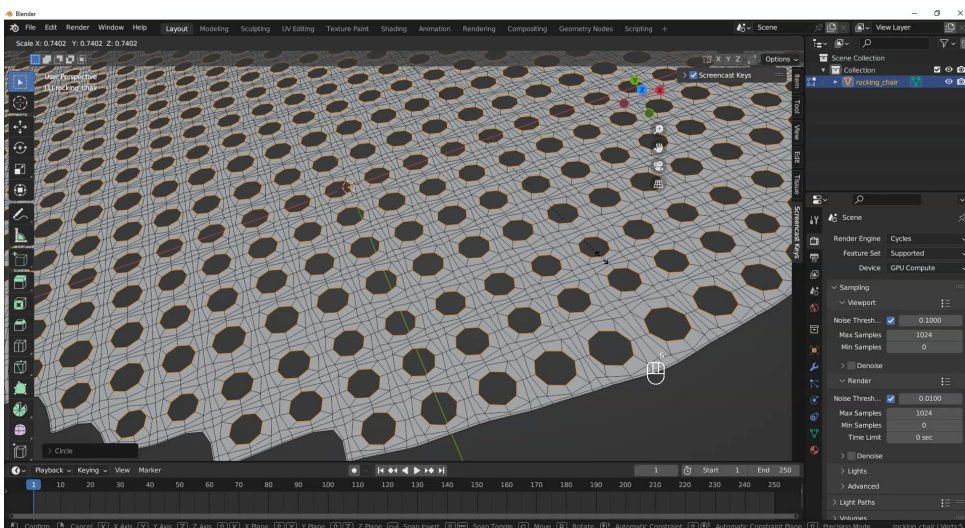


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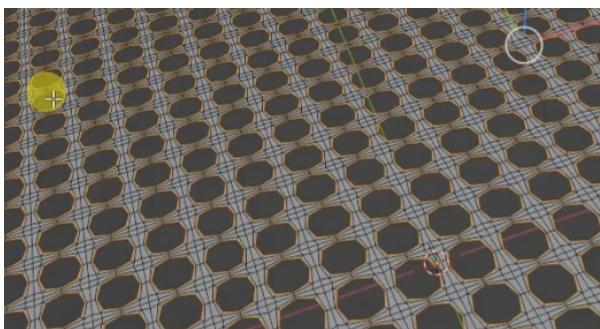
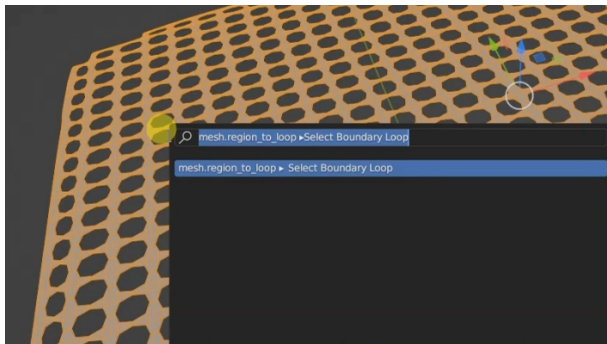


Blender's **Select Boundary Loop operator** allows us to isolate the **boundary edges** of the currently selected geometry. This will select not only the outer edges, but also all the edges of the **holes** in the selected portion.

Let us look at a couple of examples of its use **in combination with the Individual Origins** transformation mode.

To use this operator, we first select only the portion of the mesh on which we are interested in. In this example, for clarity, I am hiding the parts of the object that we are not interested in.

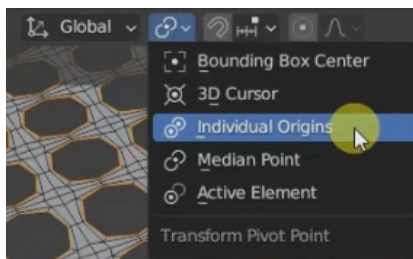
Let's switch to **Edges selection mode**, select all the available geometries, and use the **Select Boundary Loop operator**.



To remove the boundary from the selection, we do Shift, Alt and right-click on an edge of the boundary.

We now **switch to Individual Origins** transformation mode.

Now we can operate individually on the perimeters of the holes in this geometry. For example, we can make them **more circular** with the **Circle operator** in the **Loop Tools** group.



Or we can **resize them by Scaling**, which in this case will be done **for each hole** around its circle.

Don't forget that you can **add these vertices to a vertex group** to quickly select them later and perform any operations you can think of.