

# Bridge Edge Loops

## Access:

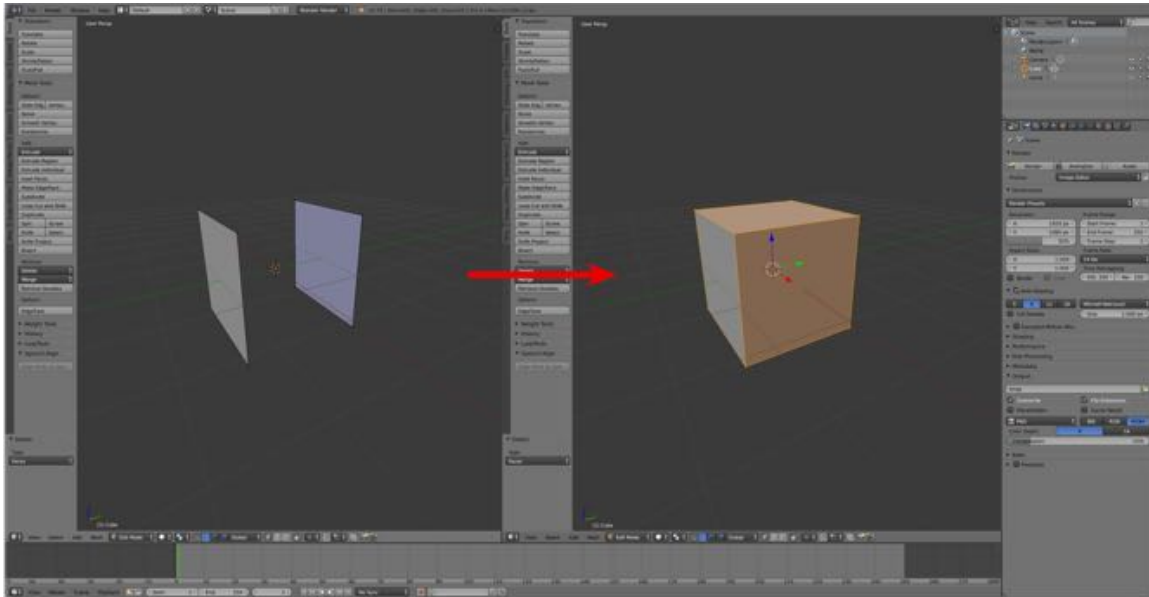
Keyboard shortcut: None

Mode: 3D Editor: Edit Mode

Panel: None

Menu: Mesh > Edges > Bridge Edge Loops

## Description:



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The Bridge Edge Loops Tool places faces between two edge loops.

## To Use the Tool:

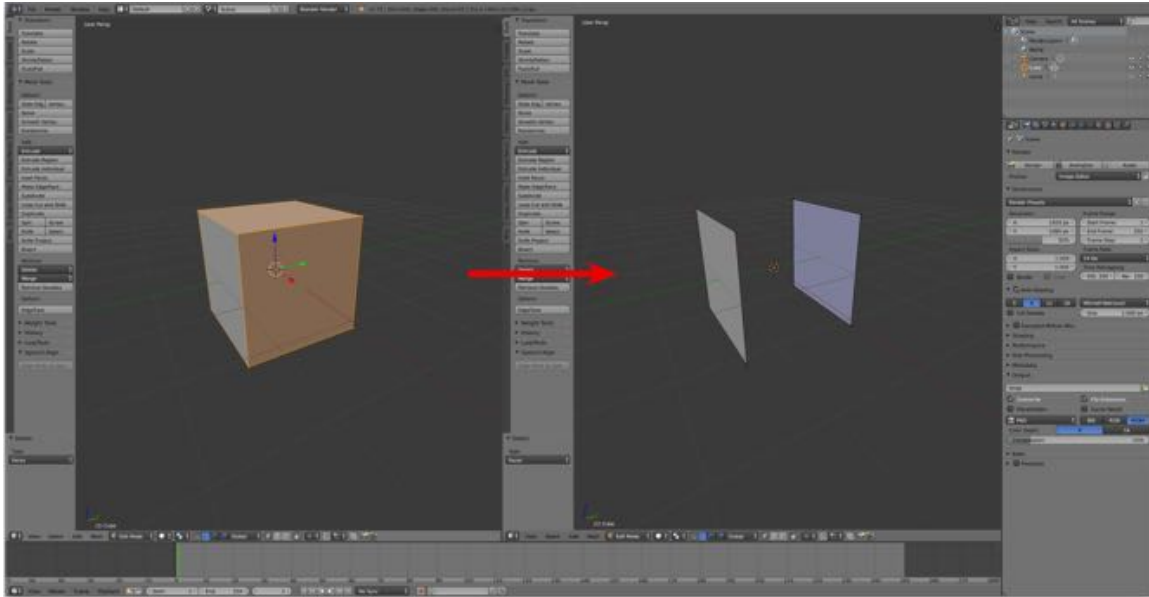
- **Switch to the 3D Editor's Edit Mode and Vertex Selection Mode.**
- **Select the vertices of the first edge loop (RMB) then the second edge loop (SHIFT + RMB).**
- **Select the Mesh Menu > Edges > Bridge Edge Loops.**

## Let's Try It:

### Setup

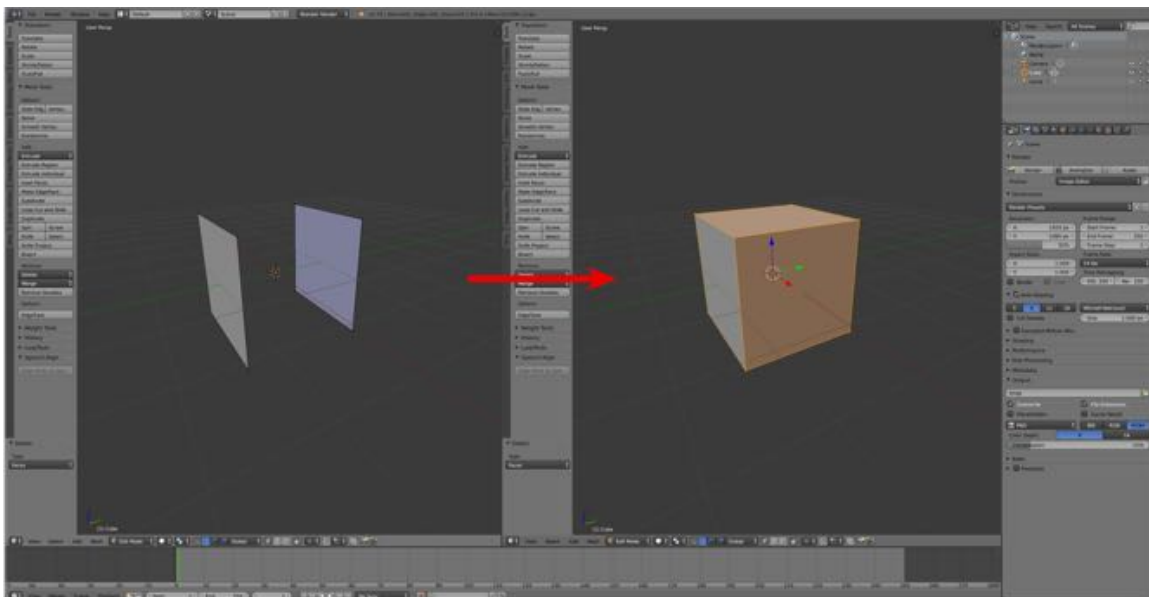
- **Open Blender and switch to Edit Mode and Face Selection Mode.**

- Select the four edges forming the edge loop with the front face of the default cube (**ALT/OPT + RMB**).
  - **Delete** the faces (**X-KEY > Faces**).
- End of setup**



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- **Switch to Vertex Selection Mode.**
- **Select the vertices of one of the remaining faces (RMB)** then of the other remaining face (**SHIFT + RMB**).
- **Select the Mesh Menu > Edges > Bridge Edge Loops.**



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## **Additional Comments:**

The number of segments in the two edge loops does not have to be the same for the two loops to be bridged.

## **For More Information:**

Blender Reference Manual, Bridge Edge Loops

<https://www.blender.org/manual/modeling/meshes/editing/edges.html#bridge-edge-loops>