

# Edge Sculpt

## Access:

Keyboard Shortcut: None

Mode: 3D Editor: Edit Mode

Panel: **3D Editor: Tool Shelf > Tools Tab > Deform > EdgeTune**

Menu: None

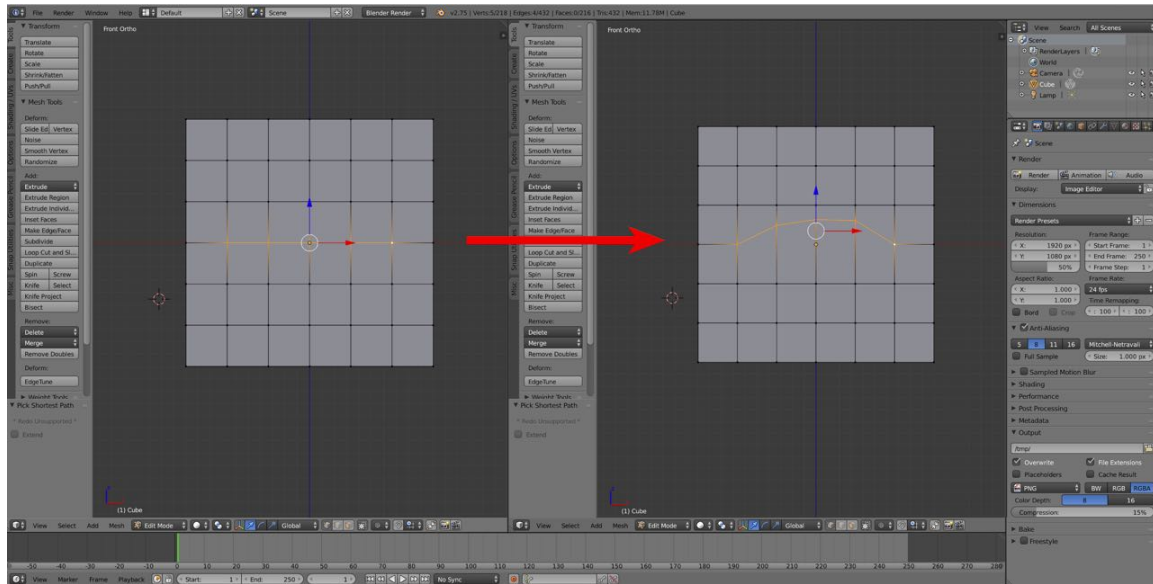
## Add-on:

Mesh Scripts:

EdgeTune version 3.6.1

<http://wiki.blender.org/index.php/Extensions:2.6/Py/Scripts/Mesh/EdgeTune>

## Description:



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This tool is used to move one or more vertices along adjacent edges. It is used to fine tune/redraw edges/edge loops through the process of sliding vertices. It can be used to slide anything anywhere.

The add-on will work on any vertex-, edge- or face-selections.

## To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode**.
- **Select** vertices, edges or faces.
- **LMB** click on the 3D Editor's Tool Shelf **EdgeTune Button**.  
The selection will be visualized in yellow and the adjacent edges upon which the selection may be slide turn red.
- **LMB** and **drag** freely across the "slide-edges", visualized in red.  
The respective selected vertices will change position on the slide-edge to the new position you choose.  
(Vertices can be made to dragging past the end of the edge.)
- **CTR- + Z-KEY** undoes one step at a time.
- Press **RETURN** to **confirm** the move.  
(Press the right-mouse-button to cancel the add-on operation.)

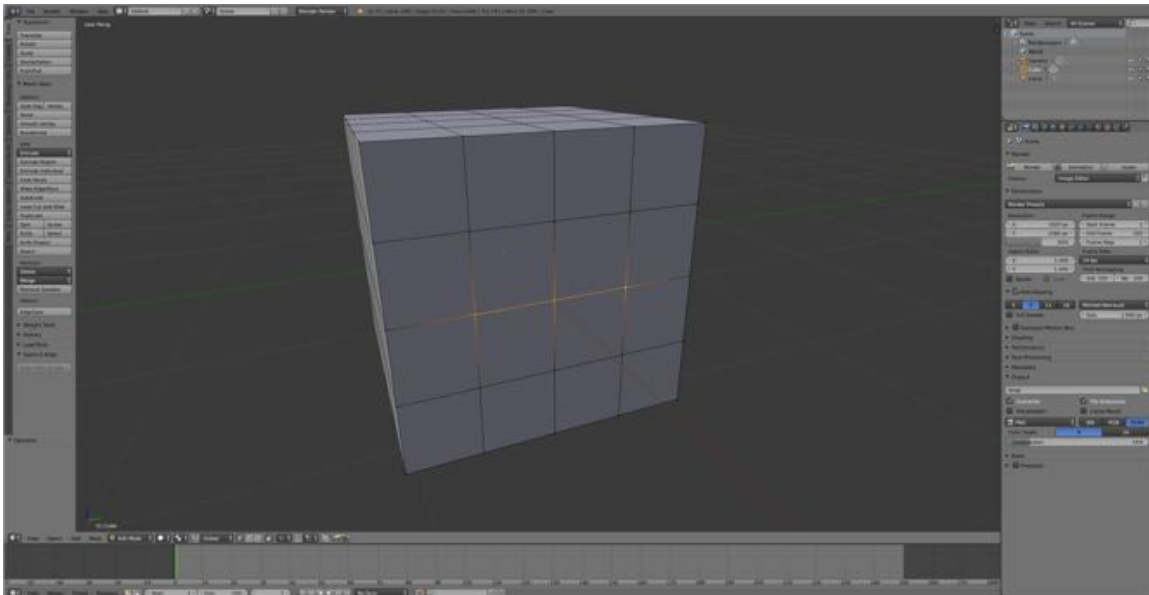
## Let's Try It:

### Setup

- **Open** Blender and **switch** to the 3D Editor's **Edit Mode**.
- **Select** the **default cube** (**A-KEY**).
- **Subdivide** twice (Tool Shelf > **Subdivide Button X2**) to divide each face into 16 faces.

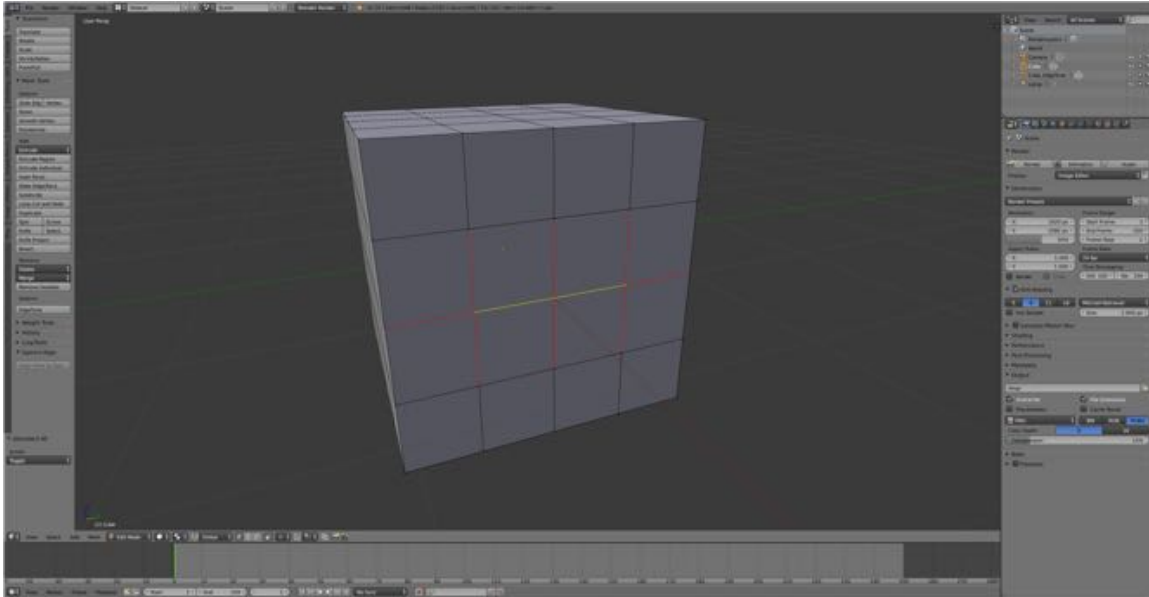
### End of setup

- **Select** the **three center vertices** of the front facing face.



Three vertices selected.

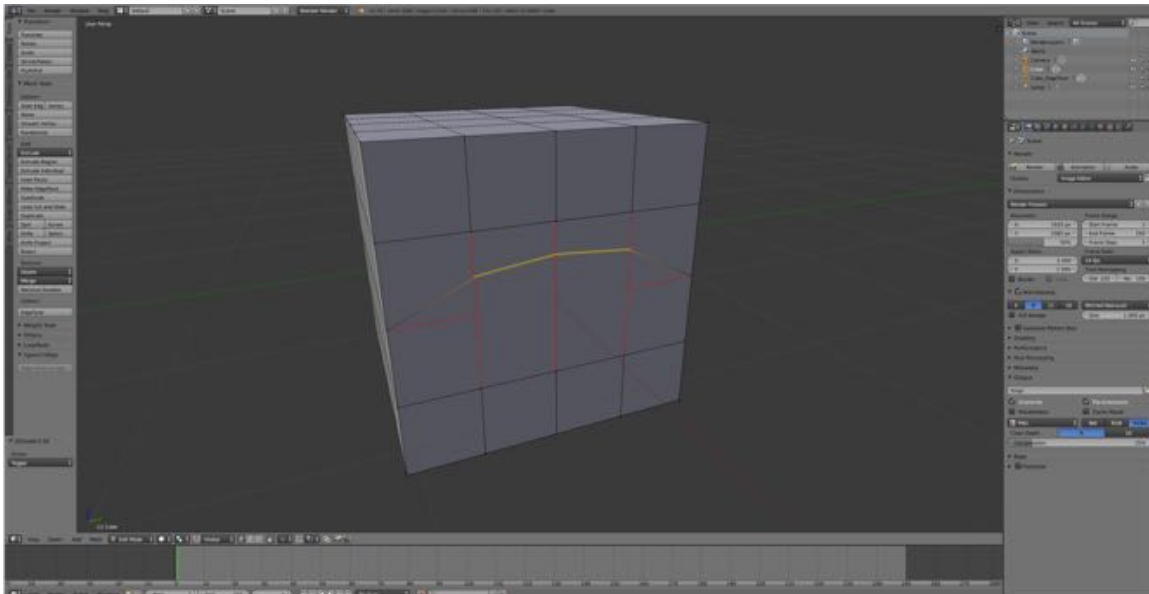
- **LMB** click on the 3D Editor's Tool Shelf **EdgeTune Button**.  
The selection will be visualized in yellow and the adjacent edges upon which the selection may be slide turn red.



EdgeTune Button in the Tool Shelf selected. Vertices turn yellow and adjacent edges upon which they may be moved turn red.

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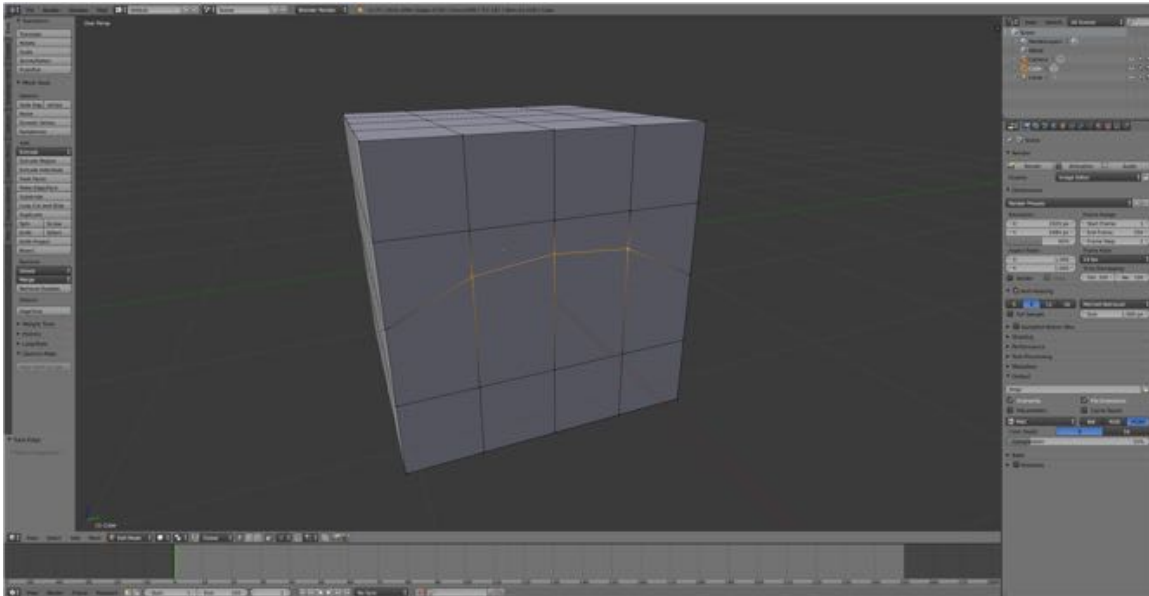
- **LMB** and **drag** freely across the upper "slide-edges", visualized in red.



Selected vertices moved upwards along adjacent edges by LMB and dragging across the edges.

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- Press **RETURN** to confirm the move.



Sliding of vertices and adjoining edges confirmed by pressing RETURN.

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**Video Demo** (see website)

## **Example:**

**Video Demo**

<https://vimeo.com/42167173>

## **Additional Comments:**

The Edge Sculpt (EdgeTune) Tool is very useful for adjusting edges when using the Poly-by-Ploy modeling technique. Here it is used to adjust the fender of a car under construction using the poly-by-poly technique.

**Video Demo**

## **For More Information:**

**EdgeTune version 3.6.1**

<http://wiki.blender.org/index.php/Extensions:2.6/Py/Scripts/Mesh/EdgeTune>

**Blender Edge Tune** by Gert De Roost

<https://vimeo.com/42167173>