

Edge Slice

Access:

Keyboard Shortcut: **W-KEY > E-KEY > Slice**

Mode: 3D Editor: Edit Mode

Panel Access: None

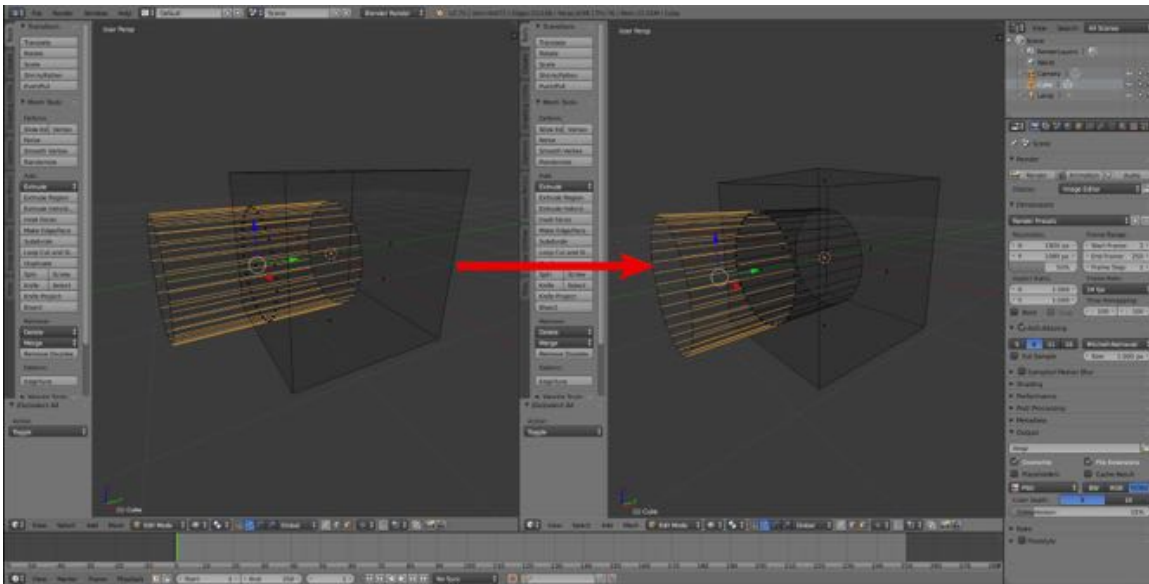
Menu Access: Specials Menu (W-KEY) > Edge Tools > Slice

Add-on:

Blender Add-ons Catalog > **Edge Tools**

<http://wiki.blender.org/index.php/Extensions:2.6/Py/Scripts/Modeling/EdgeTools>

Description:



Cylinder edges cut where they intersect with the cube face.

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Edge Tools (Mesh Edge Tools) is a suite of tools that brings some CAD capabilities to Blender. One particularly useful tool for making Trainz assets is Edge Slice.

Edge Slice cuts a selected edge(s) at the intersect with a selected plane. This is facilitated by the fact that in the 3D Editor's Header you can select more than one element (vertex, edge or face) selection mode at one time (i.e., LMB > SHIFT + LMB). This tool is particularly useful when you need to shorten the length of an object, e.g., cut off a

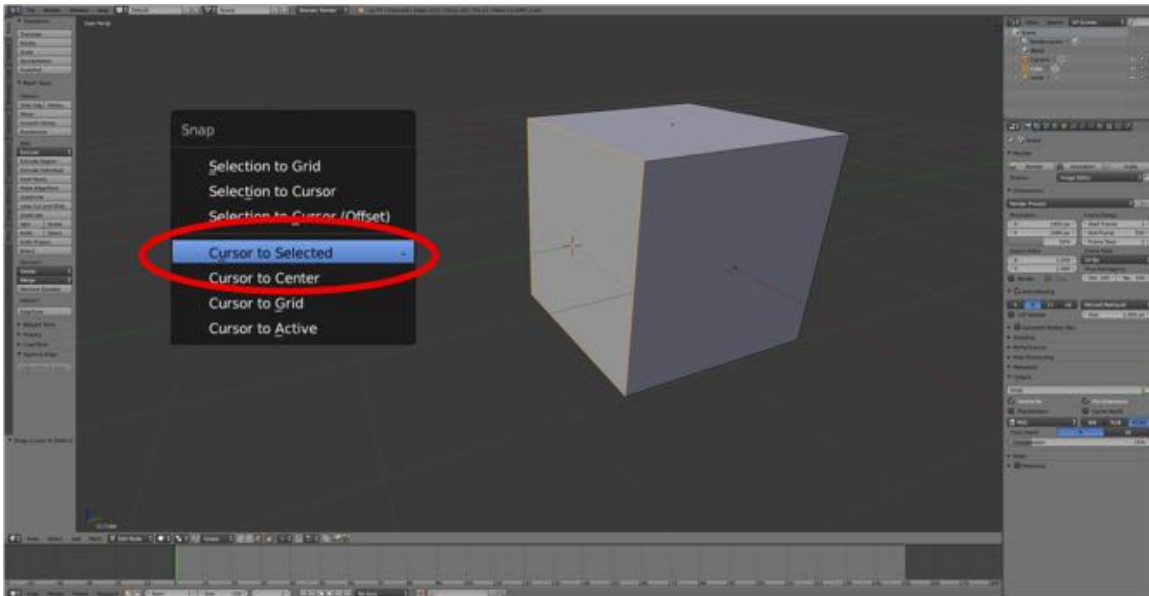
telephone pole or bridge support at ground level. The plane can be added temporarily and set to the location, e.g., ground level, at which you wish to make the cuts.

To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode**.
- **Select Edge Selection Mode (LMB) and Face Selection Mode (SHIFT + LMB)**.
- **Select an edge** that penetrates a face.
- **Select the face** that is penetrated by the edge.
- **Press CTRL + W-KEY > Edge Tools > Slice**.

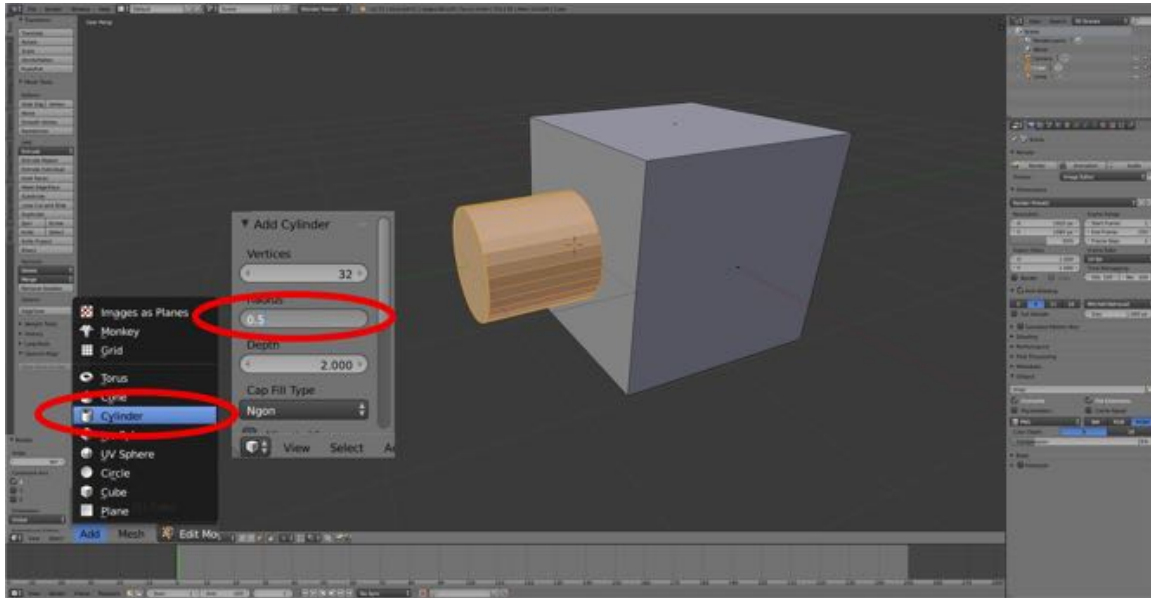
Let's Try It:

- **Open Blender** and switch to **Edit Mode**.
- **Select to Face Selection Mode**.
- **Select the left face** of the **default cube**.
- **Position the cursor** at the **center** of the face (**SHIFV + S-KEY > Cursor to Selection**).



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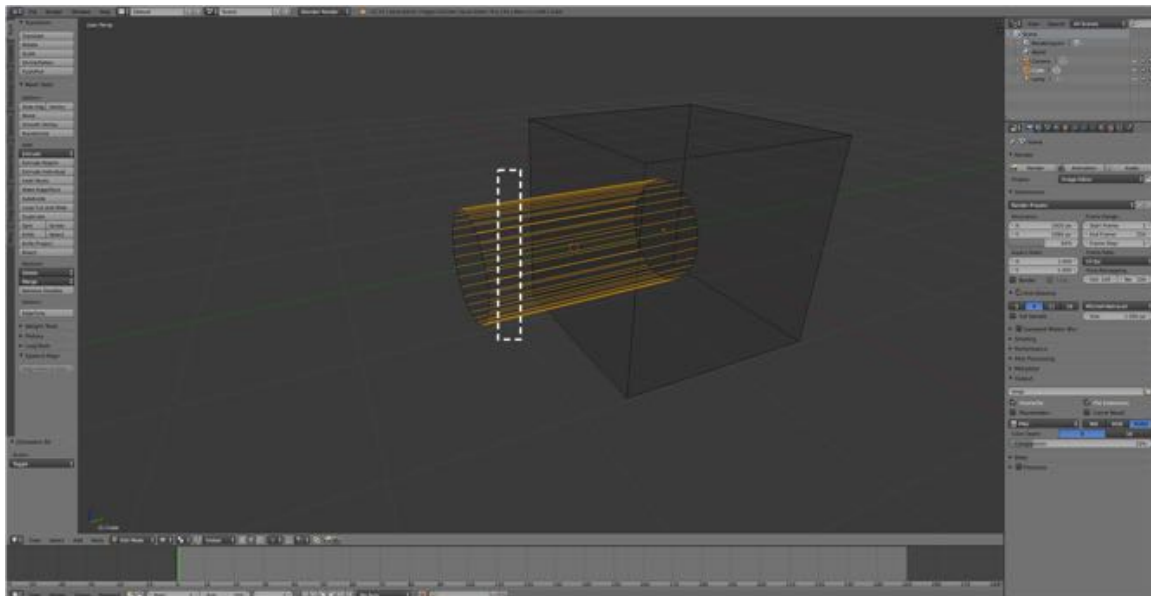
- From the 3D Editor's **Add Menu** select a **Cylinder** primitive and in the Operator Pane **change** the **radius** to **"0.5"**.
- **Rotate** the cylinder **90 degrees** on the **X-axis** (**R-KEY > X-KEY > type "90" > RMB**)



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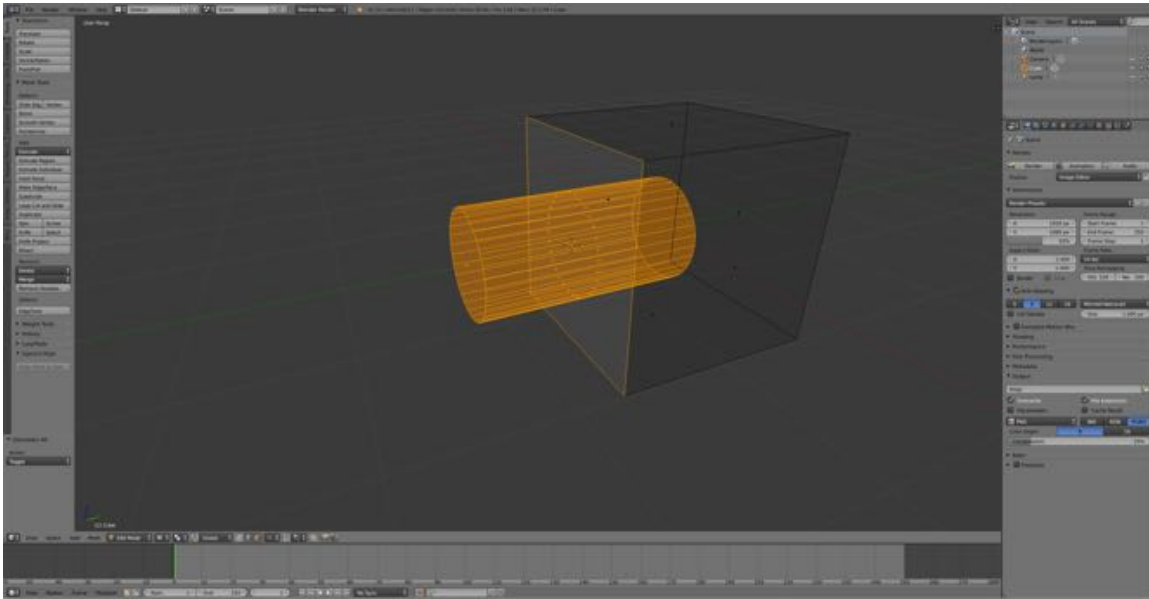
- Switch to **Wireframe Mode (Z-KEY)** and **Edge Selection Mode**.
- Deselect the mesh (A-KEY).
- **Box select the edges of the cylinder.**

Notice that the each cylinder edge is one element penetrating the left face of the cube.



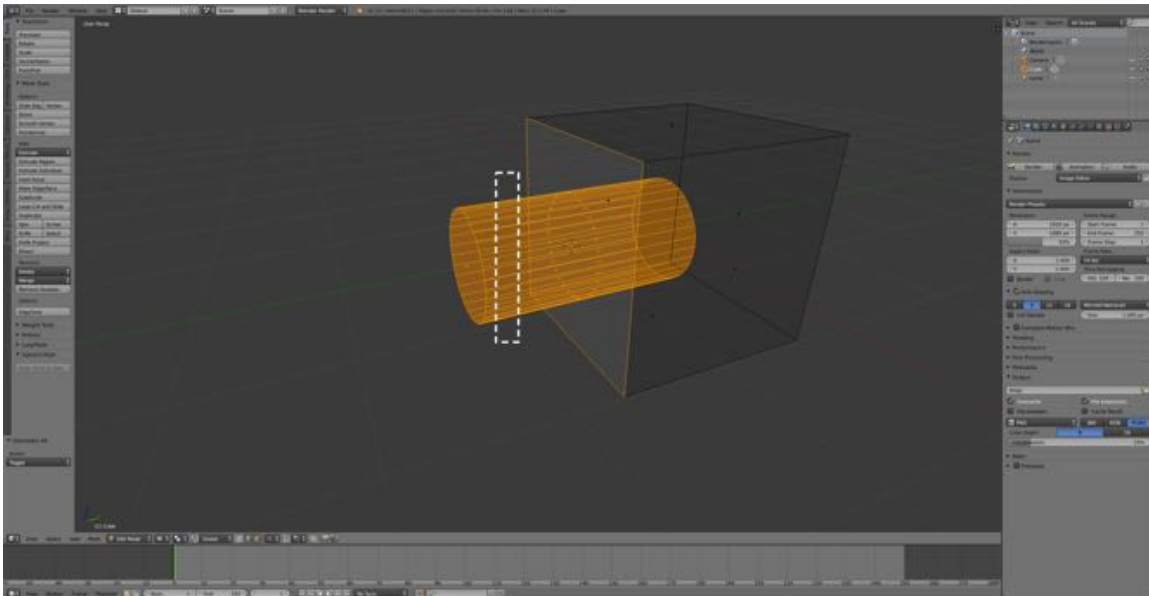
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- With the Edge Selection Mode selected add the **Face Selection Mode (SHIFT + LMB on the Face Selection Mode Icon)**.
- **Box select the edges of the cylinder and the left face of the cube.** (This can be done with one box selection.)
- Press **CTRL + W-KEY > Edge Tools > Slice**.



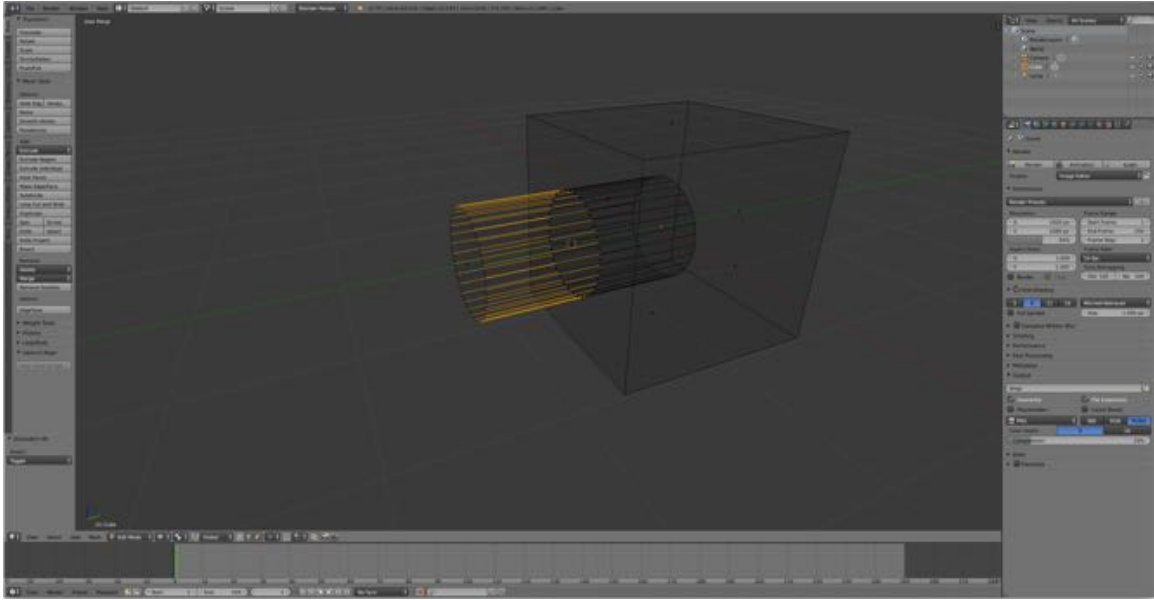
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- **Deselect the mesh (A-KEY) and box select the left-hand edges of the cylinder.**



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Notice that the edges have been sliced (cut) where the cylinder intersects the left face of the cube.



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Additional Comments:

The beauty of this tool is that it allows you to cut off edges at any angle preset by the placement of a plane. The plane may be added only temporarily and removed after the cut or may be a plane which is part of the model, as was the case for the trestle example above.

For More Information:

Blender Artist, **Blender Edge Tools**

<http://blenderartists.org/forum/showthread.php?245137-Blender-EdgeTools>