

Edge Slide

Access:

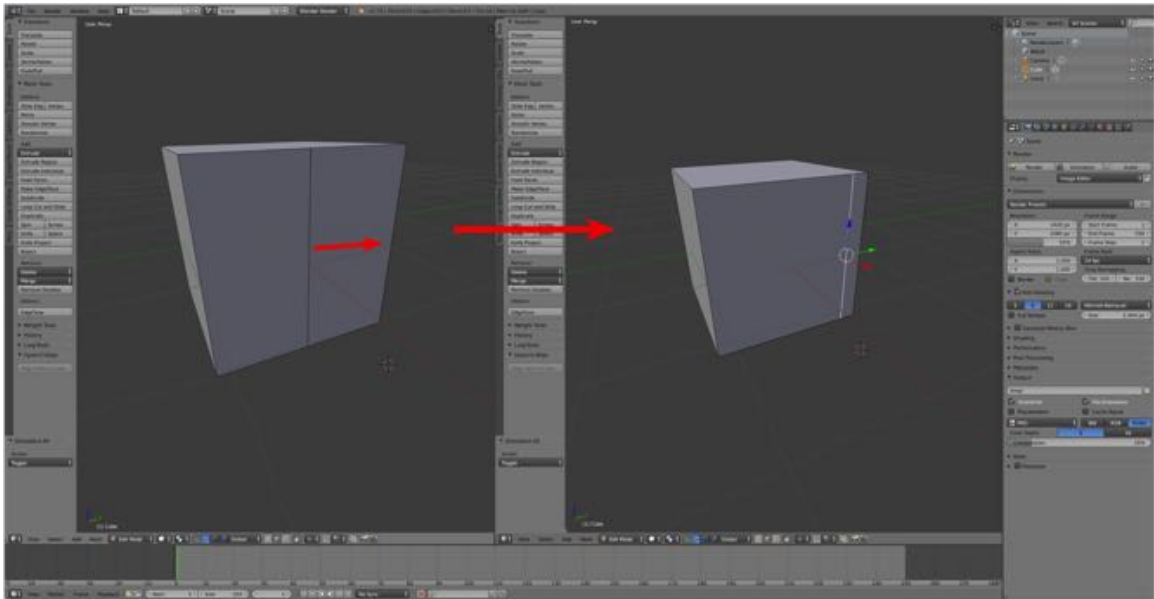
Keyboard shortcut: **G-KEY > G-KEY**

Mode: 3D Editor: Edit Mode

Panel: None

Menu: None

Description:



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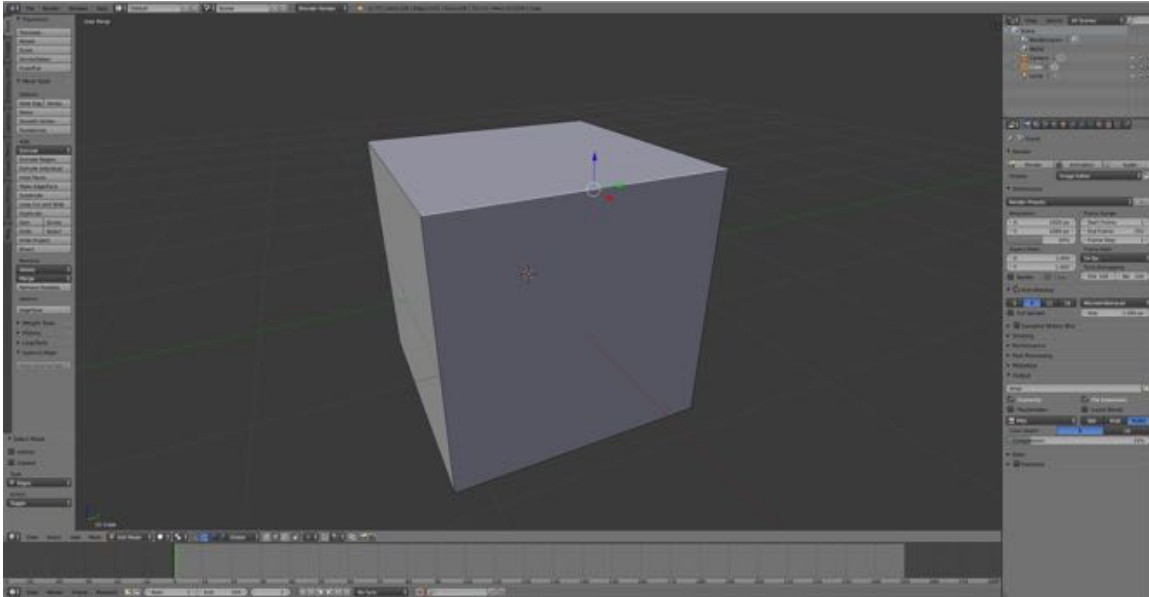
Edge Slide moves an edge along the adjacent edges.

To Use the Tool:

- **Switch** to Blender **Edit Mode** and **Vertex Selection Mode**.
- **RMB** select the **edge** you want to move.
- **Press** the **G-KEY** followed by the **G-KEY** (that is press the G-KEY twice)
- **Drag** the **vertex** along the adjacent edge to the **desired location**.
(You can specify the distance in the Tool Shelf's Operator Pane.)
- **Press LMB** to **confirm**.

Let's Try It:

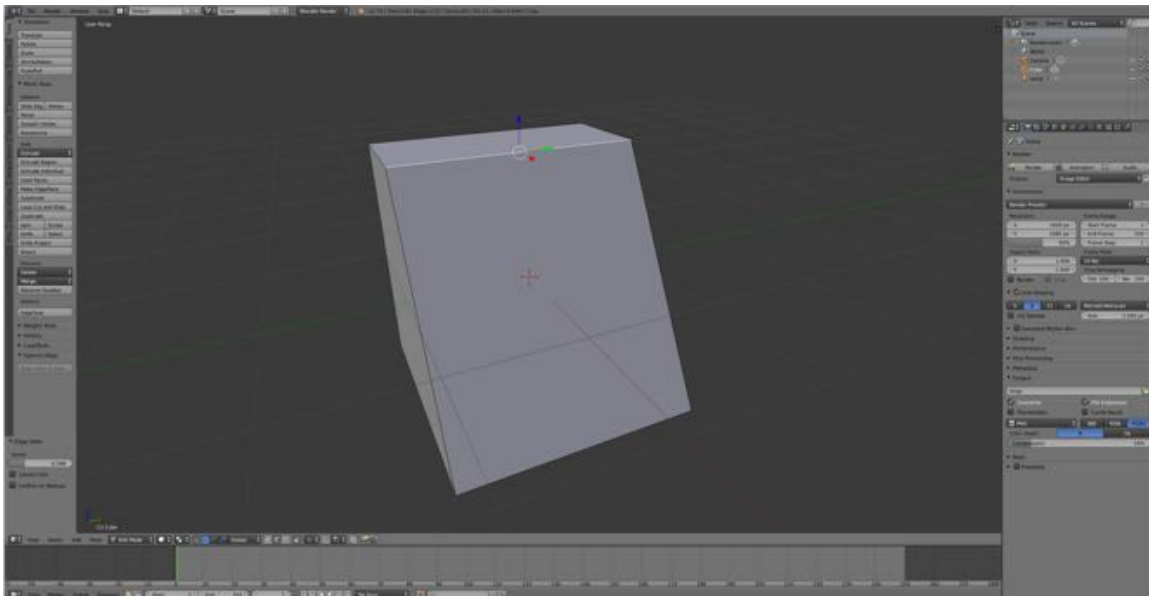
- **Open Blender** and switch to **Edit Mode** and **Edge Selection Mode**.
- **Press the A-KEY** to **deselect** the cube.
- **RMB select an edge** of the **default cube**.



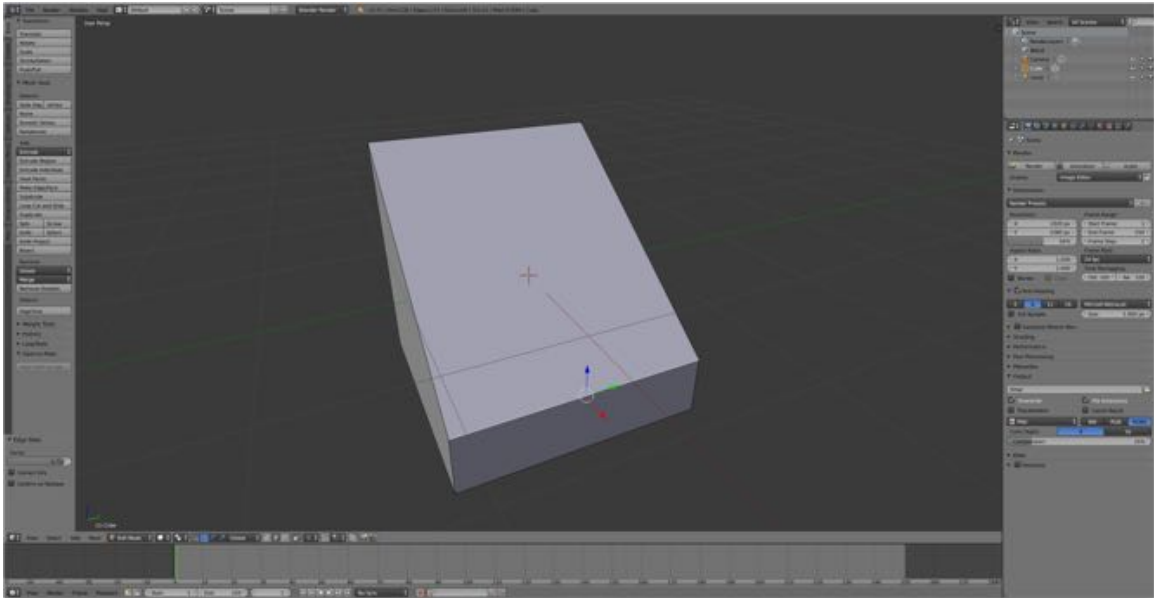
Upper edge of front face selected.

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- **Press the G-KEY** followed by the **G-KEY** and **drag the edge** .
(You can hold down the **SHIFT-KEY** while dragging for better precision.)
- **Press LMB** to **confirm** (RMB to cancel).



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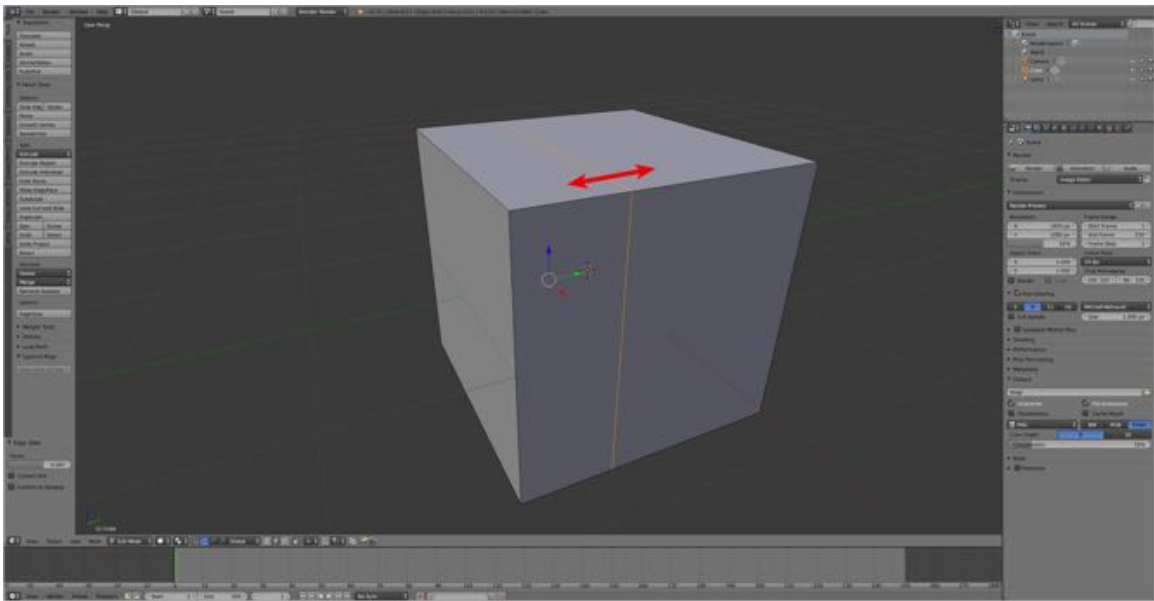


Edge can be slide in either direction.

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Additional Comments:

You can also slide an edge or loop.



Selected loop can be slid in either direction by pressing G-KEY > G-KEY and dragging.

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For More Information:

Blender Reference Manual, **Edge Slide**

<https://www.blender.org/manual/modeling/meshes/editing/edges.html?highlight=edge%20slide>