

Flatten

Access:

Keyboard shortcut: None

Mode: 3D Editor: Edit Mode

Panel: Tool Shelf > Tools Tab > LoopTools > Flatten

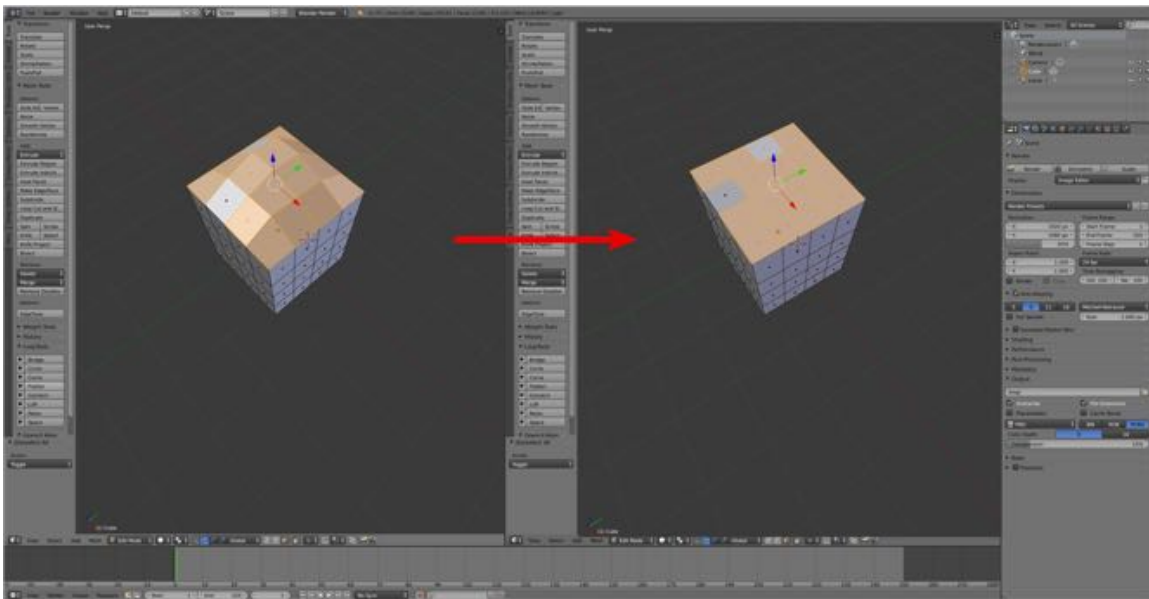
Menu: None

Add-on:

LoopTools

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

Description:



244

Selected faces are flattened to an optimal plane.

To Use the Tool:

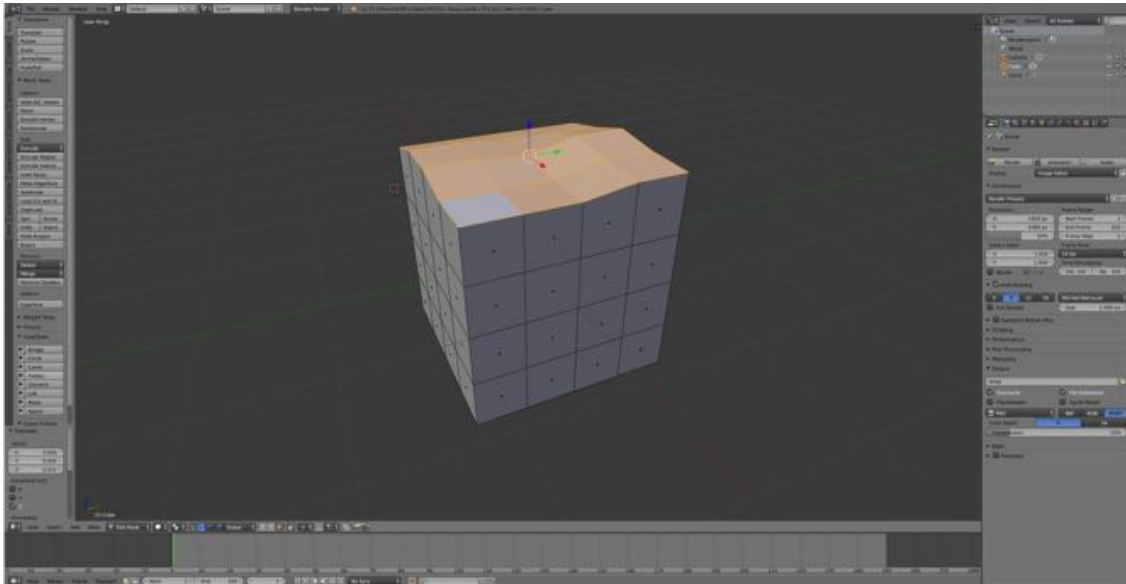
- **Switch Blender to Edit Mode.**
- **Select (RMB) the faces to be flattened.**
- **In the Tool Shelf under LoopTools, select Flatten.**

Let's Try It:

Setup

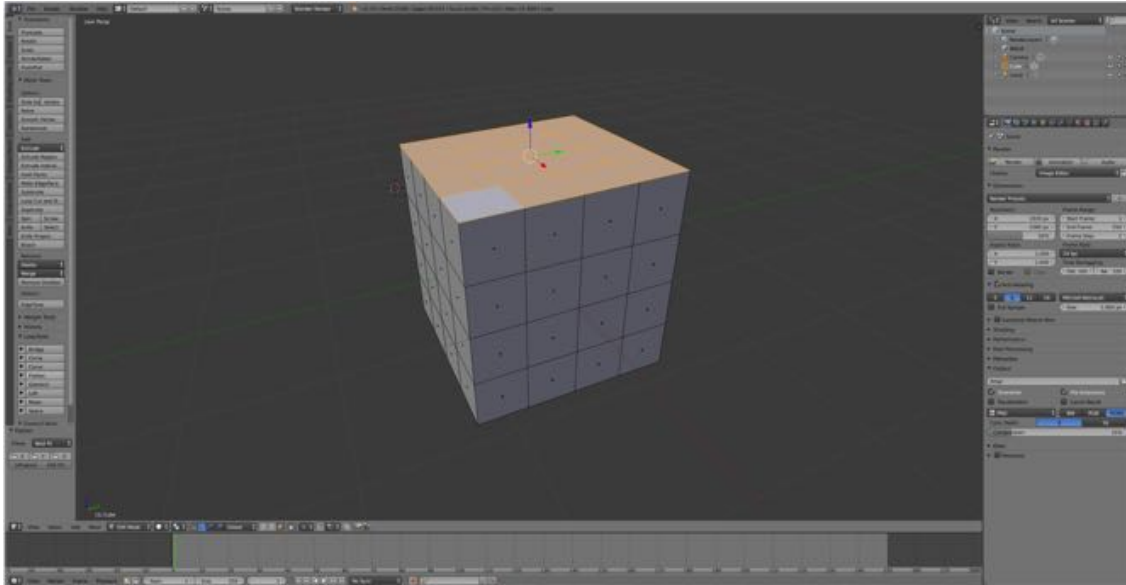
- **Open Blender** and switch to **Edit Mode** and **Face Selection Mode**.
- **Select (A-KEY)** the **Default Cube**.
- **Subdivide twice (Tool Shelf > Add > Subdivide X2)**
- **Deselect** the cube (**A-KEY**).
- **Select (RMB)** **three** or more **faces** on the top of the cube.
- **Move upwards (G-KEY > Z-KEY > Drag)**.

End of setup



245

- **Select (RMB)** **all** of the **faces** on **top** of the cube.
- In the **Tool Shelf** under **Loop Tools**, select **Flatten**.



246

Additional Comments:

Flatten is a useful tool when face (poly-to-poly) modeling.

For More Information:

Blender Reference Manual, **LoopTools**

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