

Loop Cut and Slide (Loop Subdivide)

Access:

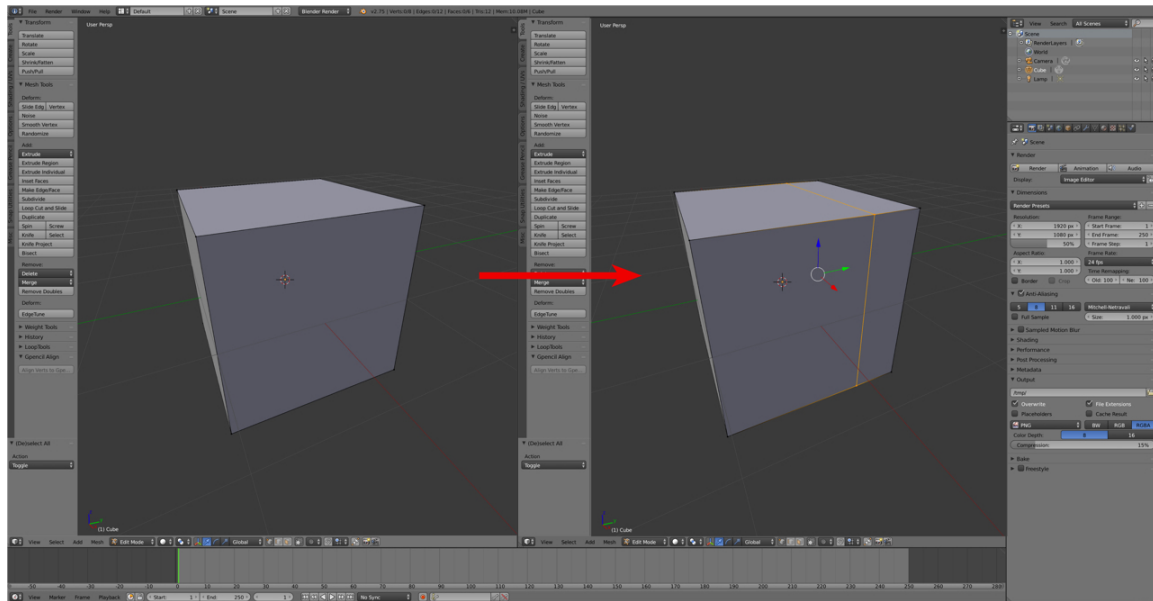
Keyboard shortcut: **CTRL + R-KEY**

Mode: 3D Editor: Edit Mode

Panel: Tool Shelf > Tools Tab > Add > Loop Cut and Slide

Menu: None

Description:



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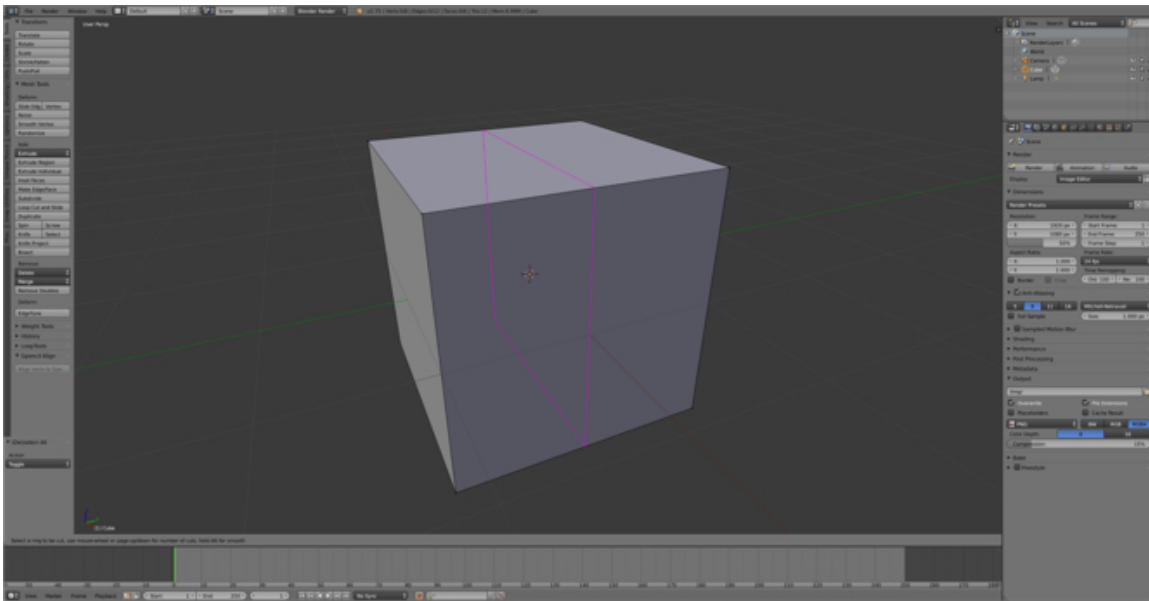
The Loop Cut and Slide Tool splits a loop of faces by inserting a new edge loop. Once inserted, you can slide the loop to the desired position.

To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode**.
- **Activate** the tool (**CTRL + R=KEY**) and move the mouse cursor over the desired location of the cut. The subsequent **cut is marked** by a **magenta** colored line. By moving the mouse cursor you may be able to select either a horizontal or vertical cut.
- Once the location of the cut has been determined, **LMB** click **to make the cut**. The magenta line will turn orange indicating that the cut has been made.
- You can now **slide** the cut to the desired final location by dragging the mouse.
- **LMB** click to **place** the cut, or **RMB** click to place the cut at the mid-point.

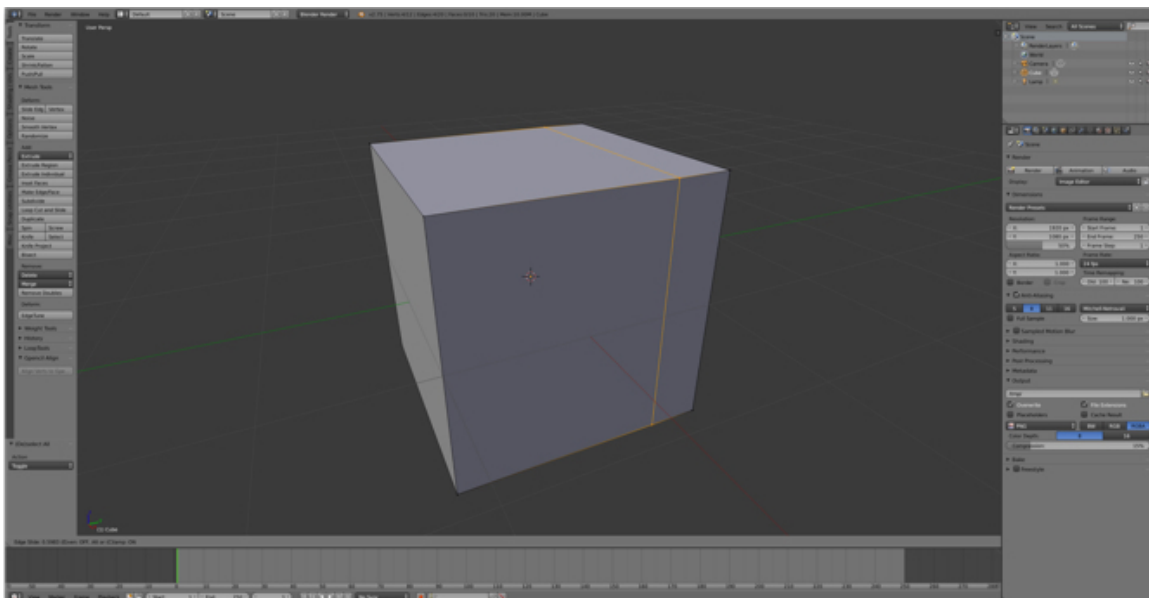
Let's Try It:

- **Open Blender** and switch to **Edit Mode**.
- **Press CTRL + R-KEY** and **hover** the mouse **cursor** over the default cube. Notice that by moving the mouse around you can select either a horizontal or vertical cut.



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- **LMB** click to **place** the cut then drag the mouse to slide the cut.
- **LMB** click to **confirm** the cut location.



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Additional Comments:

Loop cuts are terminated at poles, faces with three (tri) or more than four (n-gon) edges. This is a good reason to try and model with faces with only four edges (quad) when doing surface or face (poly-to-poly) modeling.

Options are available in the Tool Shelf's Operator Pane. You can change the number of cut and the edge slide factor.

For More Information:

Blender Reference manual, **Loop Subdivide**

https://www.blender.org/manual/modeling/meshes/editing/subdividing/loop_subdivide.html