

Make Edge/Face

Access:

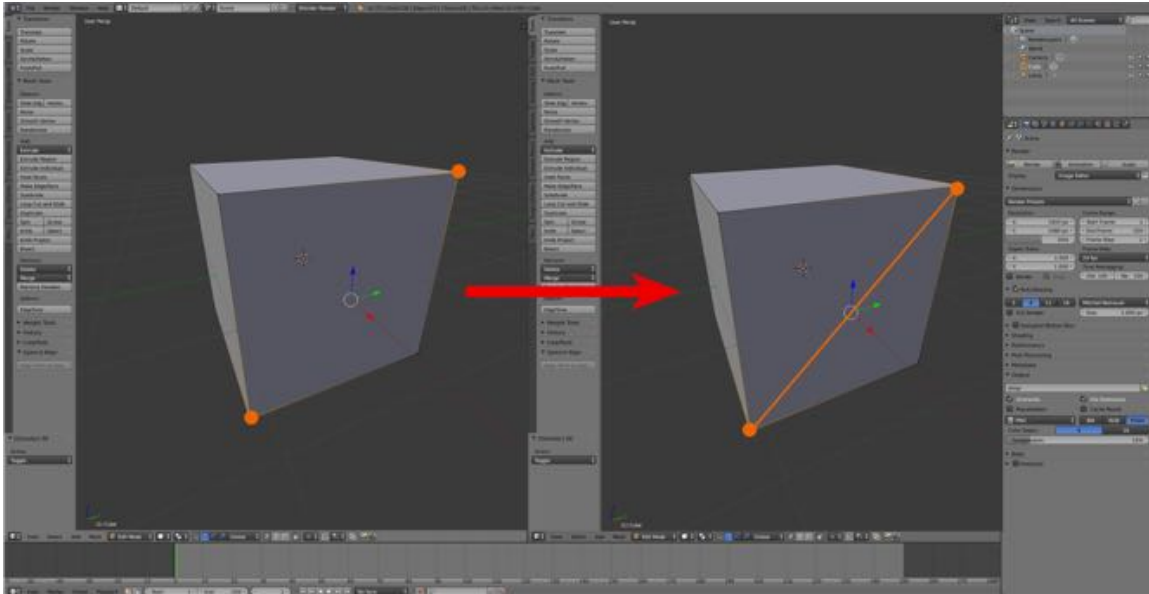
Keyboard shortcut: **F-KEY**

Mode: 3D Editor: Edit Mode

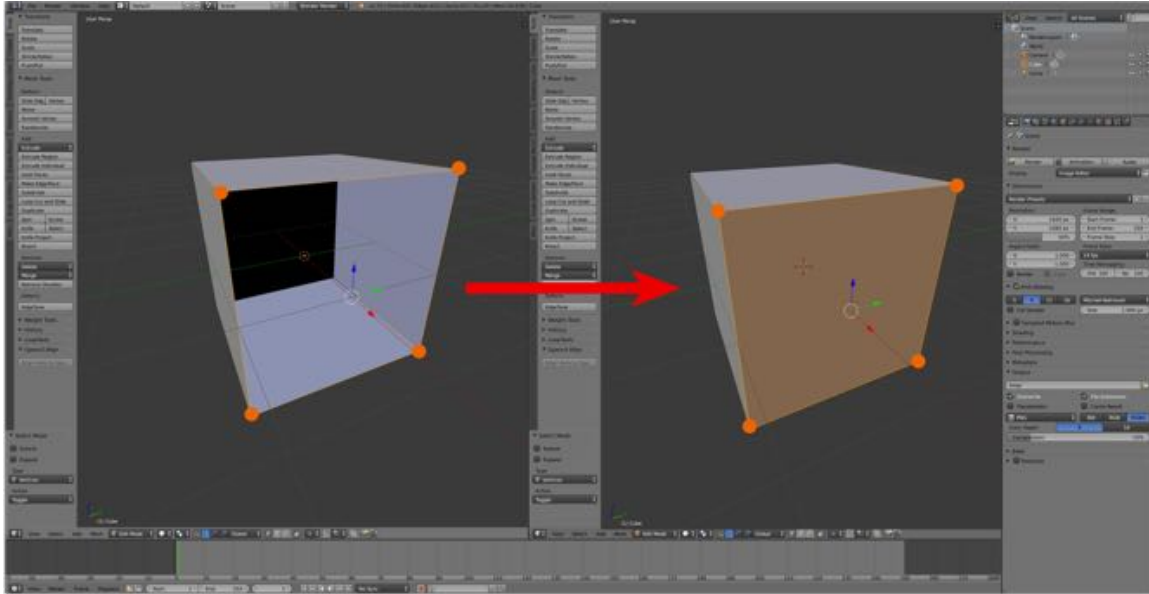
Panel: Tool Shelf > Tools Tab > Add > Make Edge/Face

Menu: Mesh > Edge or Face > Make Edge/Face

Description:



Make Edge. This does not split the face.



Make Face.

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This tool will make edge(s) or face(s) depending on the selection.

To Use the Tool:

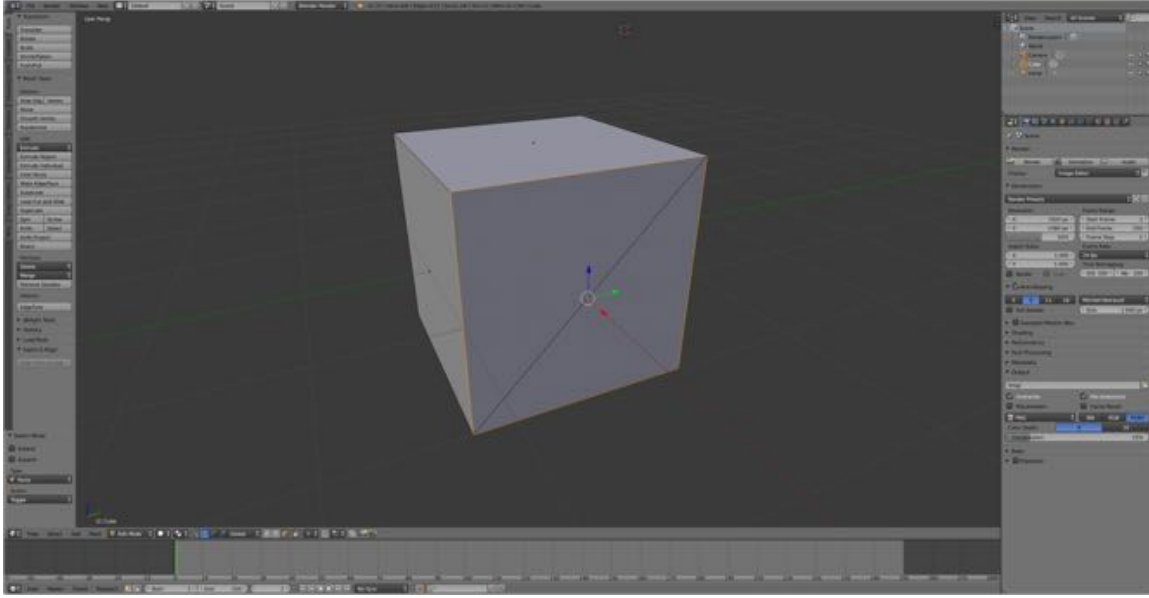
- **RMB select** vertices or edges.
- **Press the F-KEY.**

Let's Try It:

- **Open Blender** and **switch to Edit Mode** and **Vertex Selection Mode**.
- **Select (RMB) two vertices of one face** of the default cube.
- **Press the F-KEY** to create an edge between the vertices.

- **Switch to Face Selection Mode.**
- **Select (RMB) the underlying face.**

Notice that the face has not been subdivided.



Underlying face not subdivided by addition of edge.

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Additional Comments:

This is a basic and frequently used tool.

A face can be divided using another tool, the Vertex Connect Tool (**J-KEY**).
Two vertices are selected and then, instead of pressing the F-KEY, you press the **J-KEY**.

For More Information:

Blender Reference Manual, Make Edge/Face

<https://www.blender.org/manual/modeling/meshes/editing/edges.html#make-edge-face>