

Rip

Access:

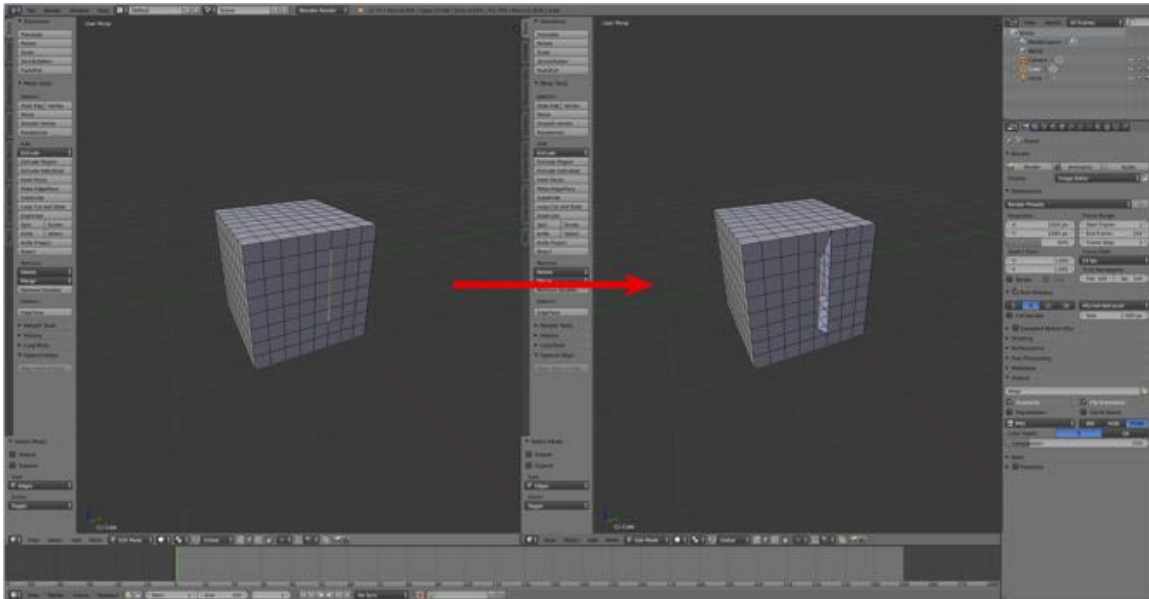
Keyboard shortcut: **V-KEY**

Mode: 3D Editor: Edit Mode

Panel: None

Menu: Mesh > Vertices > Rip

Description:



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The Rip Tool works with vertices. It lets you rip apart the selected vertex or vertices to create a hole in a mesh.

To Use the Tool:

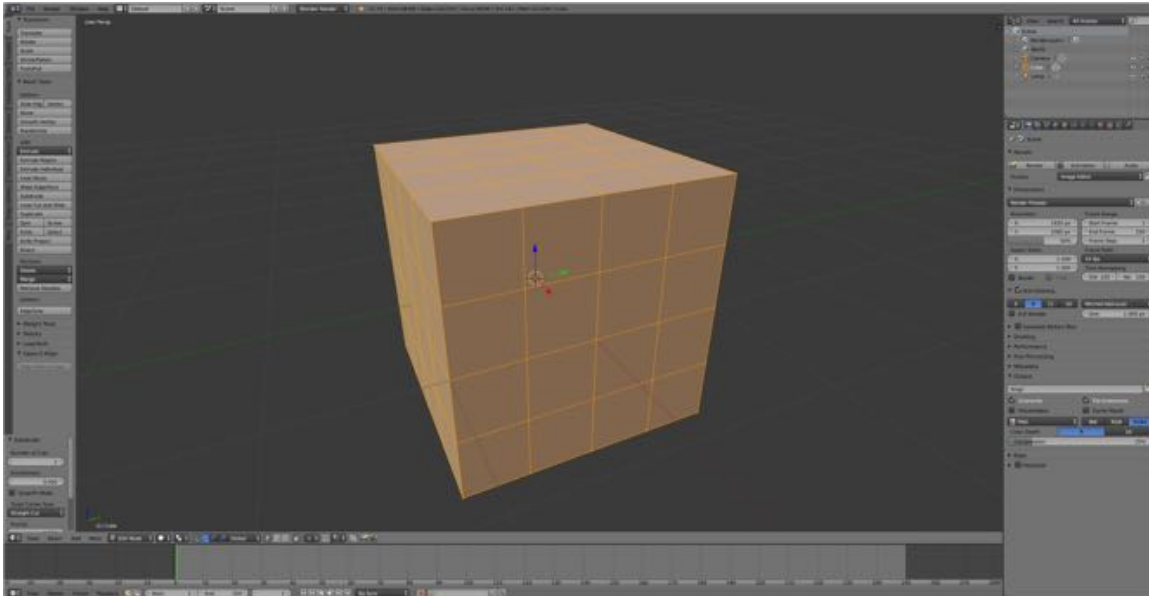
- **Switch** to the 3D Editor and select **Edit Mode** and **Vertex Selection Mode**.
- **Select** the **vertices** to be ripped.
- **Place** the mouse **cursor** to **one side** of these vertices. This determines which faces will remain in place and which faces will be deformed.
- **Press** the **V-KEY** and **drag** to move the ripped vertices.
- Click (LMB) to confirm.

Let's Try It:

Setup

- **Open Blender** and in the 3D Editor switch to **Edit Mode** and **Vertex Selection Mode**.
- **Select the default cube (A-KEY)** and in the Tool Shelf **select Subdivide twice** to subdivide each face into 16 faces.

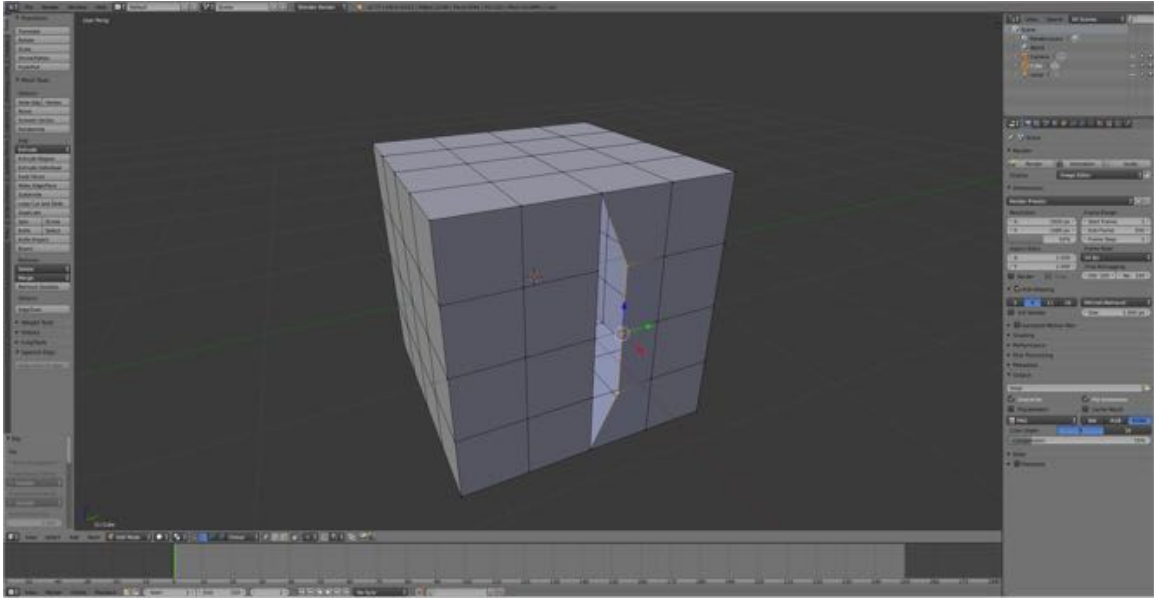
End of setup



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- **Deselect the cube (A-KEY).**
- **Select 3 vertices (RMB > SHIFT + RMB > SHIFT + RMB)** on one of the vertical rows in the center of the front face.
- **Position** the mouse **cursor** to the **right** of the selected vertices.
- **Press** the **V-KEY** and drag the mouse cursor to the right.
- **Click (LMB)** to confirm.

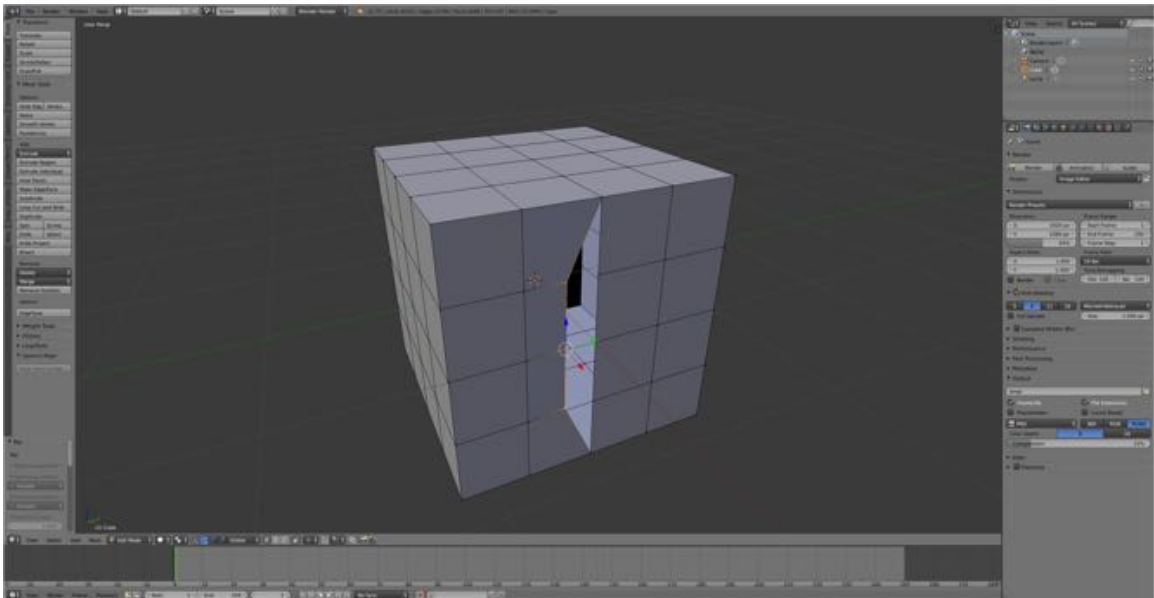
Notice that the faces to the left of the rip remained stationary.



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- **Press the Z-KEY** to remove the rip.
- **Position** the mouse **cursor** to the **left** of the selected vertices.
- **Press the V-KEY** and drag the mouse cursor to the left.
- **Click (LMB)** to confirm.

Notice that the faces to the right of the rip remained stationary.



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Additional Comments:

The Rip Tool creates a hole in faces and does not fill them in.

For More Information:

Blender Reference Manual, Rip

<https://www.blender.org/manual/modeling/meshes/editing/vertices.html#separating>