

Rotate Edge

Access:

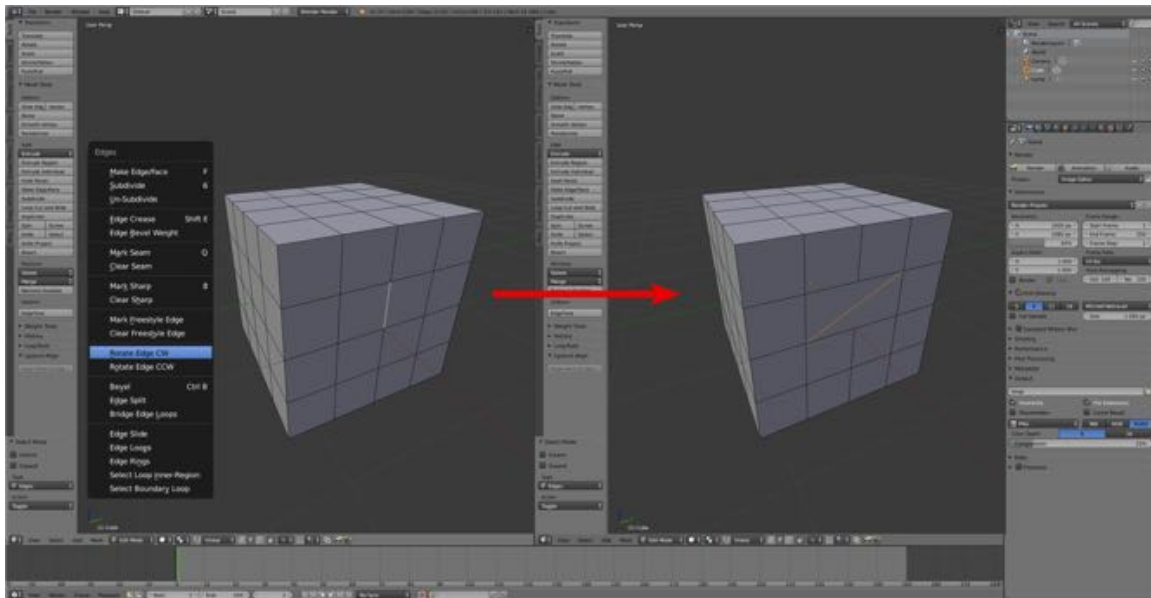
Keyboard shortcut: **CTRL + E-KEY > Rotate Edge CW/ Rotate Edge CCW**
CTRL + F-KEY > Rotate Edge CW

Mode: 3D Editor: Edit Mode

Panel: None

Menu: Mesh > Edges > Rotate Edge CW/Rotate Edge CCW
 Mesh > Faces > Rotate Edge CW

Description:



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The Edge Rotate Tool rotates an edge either clockwise or counter-clockwise direction between the two adjoining faces.

The tool can be invoked by selecting two adjacent vertices, an edge, or two faces that share the edge to be rotated.

To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode** and either **Vertex-**, **Edge-** or **Face Selection Mode**.
- **Select** the **two vertices** that define the **edge** to be rotated, the edge itself

or the **adjacent faces**.

- Press **CTRL + E-KEY** (in the case of vertex or edge selection) or **CTRL + F-KEY** (in the case of face selection) to rotate the edge.

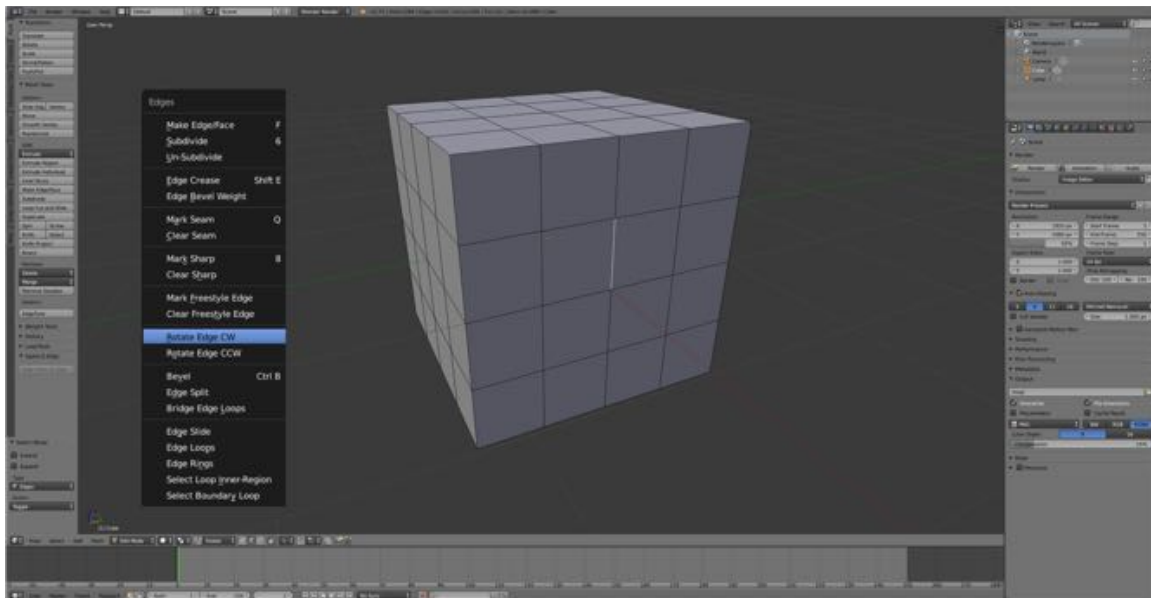
Let's Try It:

Setup

- **Open Blender** and switch to the 3D Editor's **Edit Mode** and **Edge Selection Mode**.
- **Select (A-KEY)** the **Default Cube**.
- **Subdivide twice (Tool Shelf > Tool Tab > Add > Subdivide X2)**.

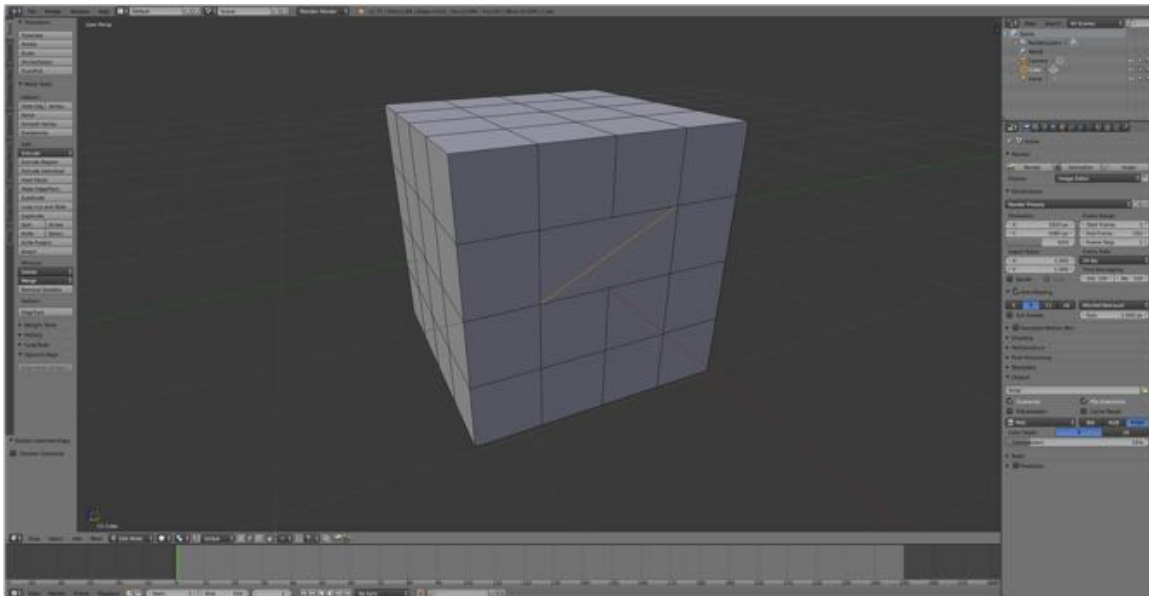
End of Setup

- **Select the edge** to be rotate.



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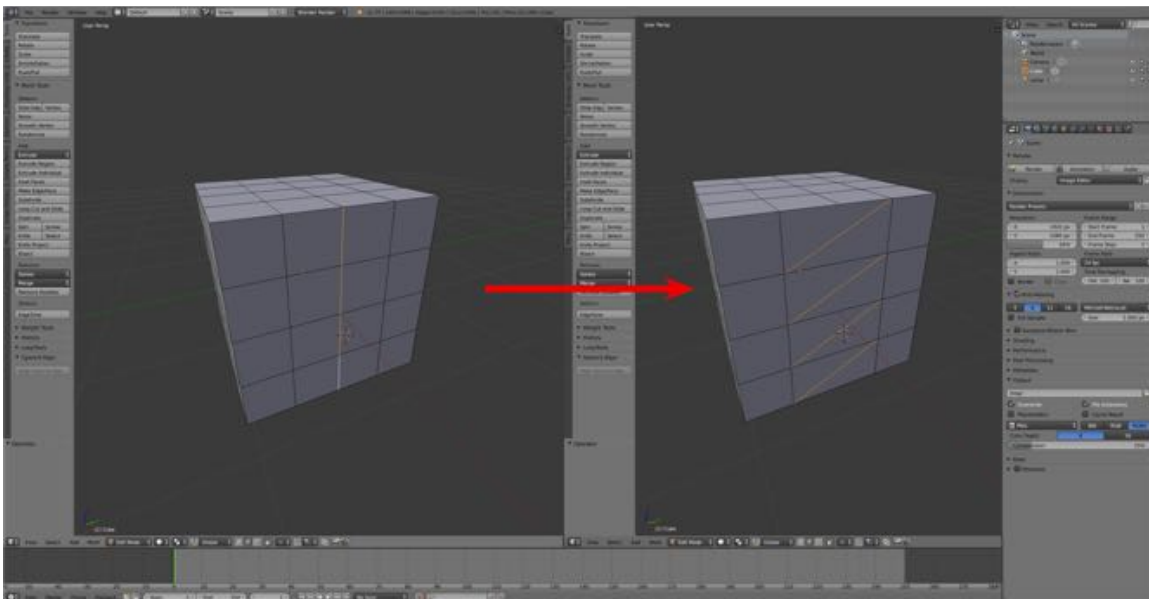
- Press **CTRL + E-KEY** and select **Rotate Edge CW**.



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Additional Comments:

More than one edge can be rotated at a time.



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For More Information:

Blender Reference Manual, **Rotate Edge**

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

Blender Reference Manual, **Rotate Edges**

<https://www.blender.org/manual/modeling/meshes/editing/faces.html#rotate-edges>