

Separate

Access:

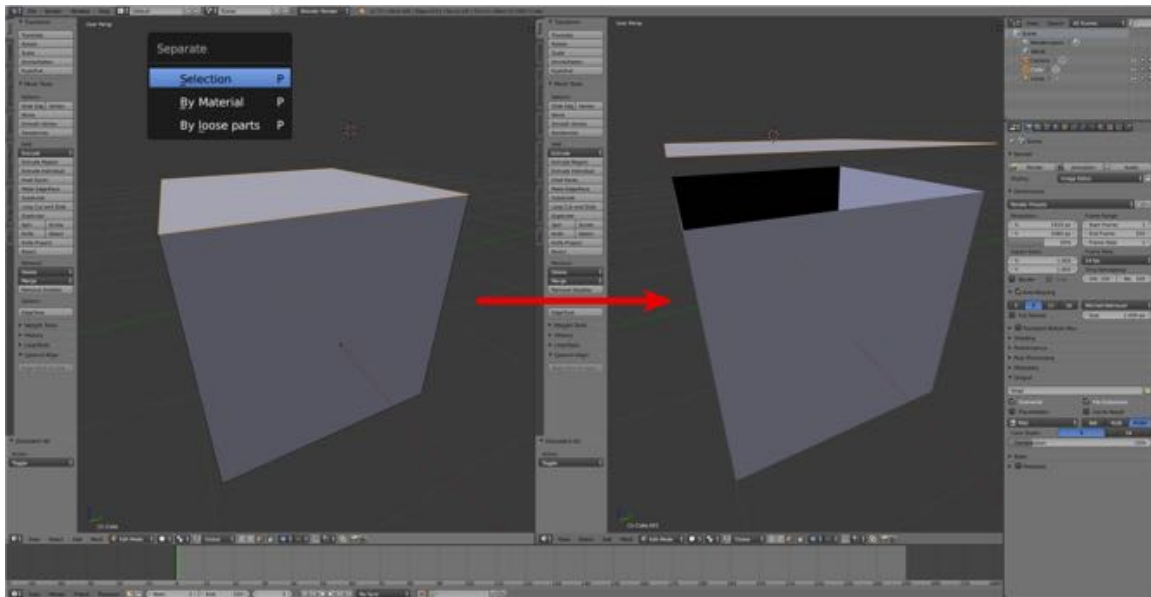
Keyboard shortcut: **P-KEY**

Mode: 3D Editor: Edit Mode

Panel: None

Menu: Mesh > Vertices > Separate

Description:



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The Separate Tool disconnects the selected part of a mesh from the rest of the mesh and makes it a new mesh (object). The disconnected mesh is left at the same location but can then be moved to a different location or placed on a separate layer, etc.

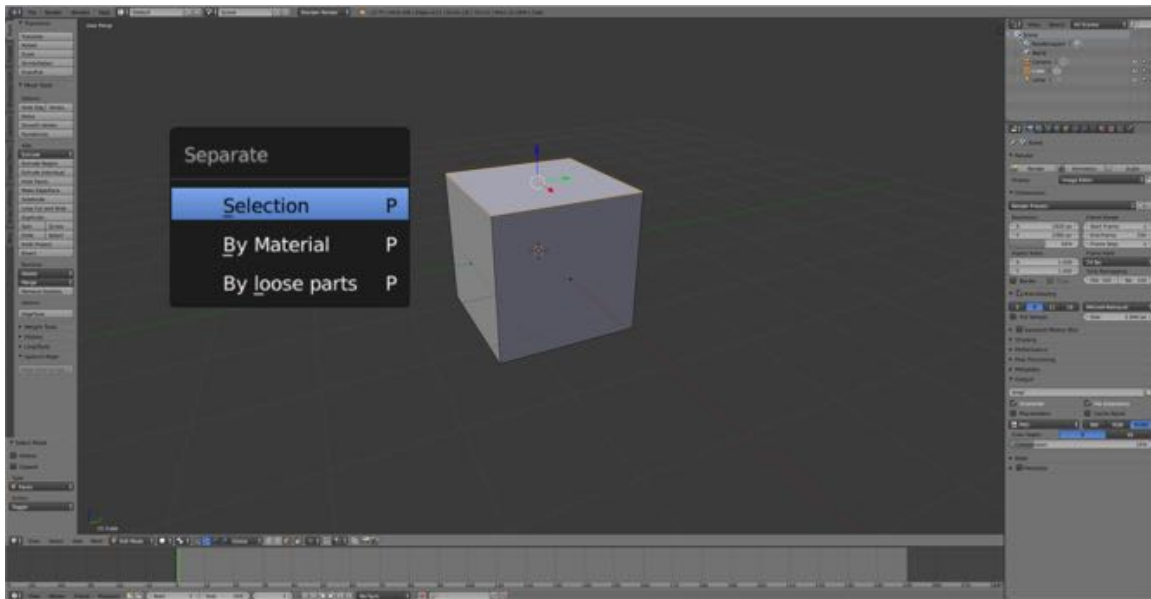
The Separate Tool is usually used with faces or parts of a mesh but it can be applied to edges and vertices. With edges and vertices it act more like duplication.

To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode** and **Face Selection Mode** (or Vertex- or Edge Selection Mode).
- **Select** (RMB) a **face** or faces.
- **Press** the **P-KEY** to separate (disconnect) the selection.
- **Press LMB** to confirm.

Let's Try It:

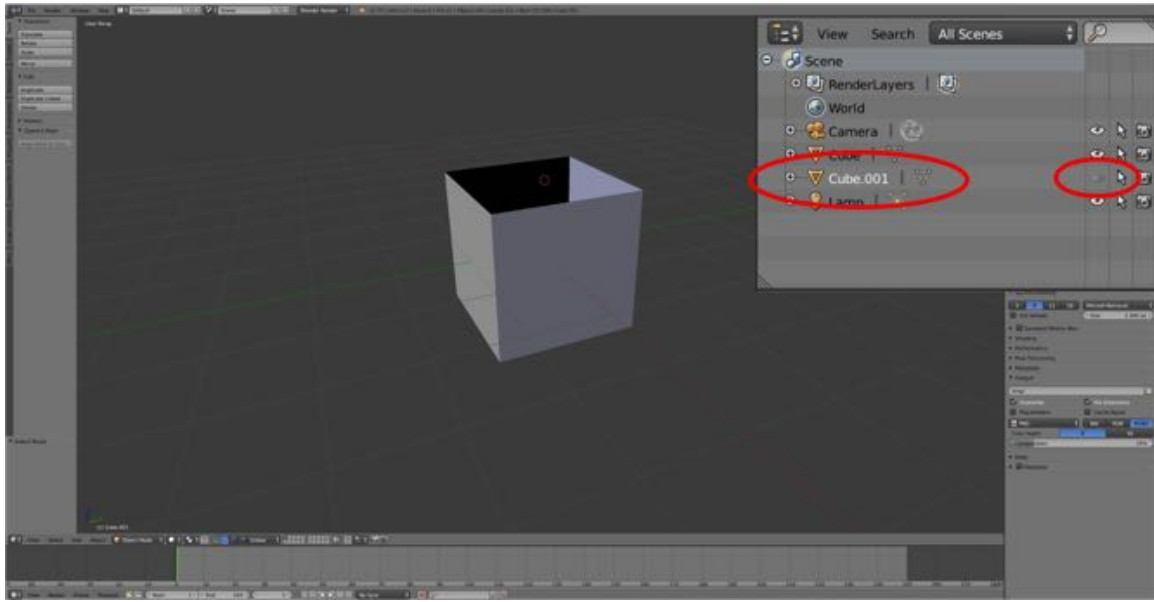
- **Open Blender** and switch to the 3D Editor's **Edit Mode** and **Face Selection Mode**.
- **Select (RMB)** the **top face** of the **default cube**.
- **Press the P-KEY** and in the **Separate Popup Menu** select **"Selection"** to separate (disconnect) the selection.



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Notice in the Properties Editor that the separated part of mesh has become a new object called Cube.001.

- In the Properties Editor, LMB click on the Eye Icon to the right of the Cube.001 object to hide the top face of the cube.

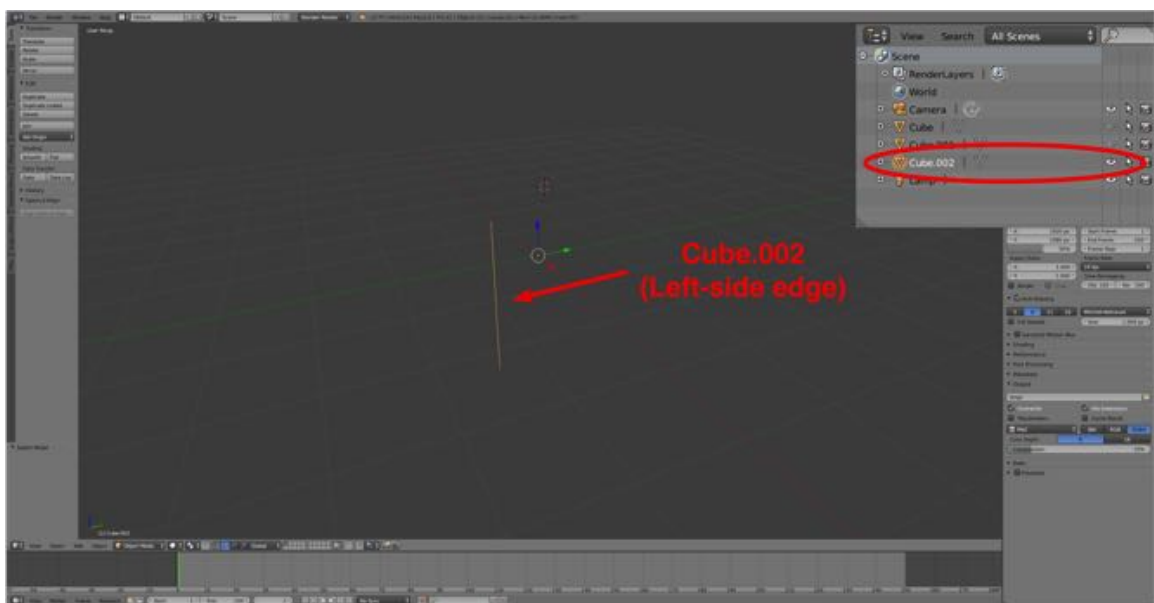


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- **Switch to Edge Selection Mode.**
- **Select (RMB)** the **front left edge** of the default cube.
- **Press the P-KEY** and in the **Separate Popup Menu** select **“Selection”** to separate (disconnect) the edge.

Notice in the Properties Editor that the separated part of mesh has become a new object called Cube.002.

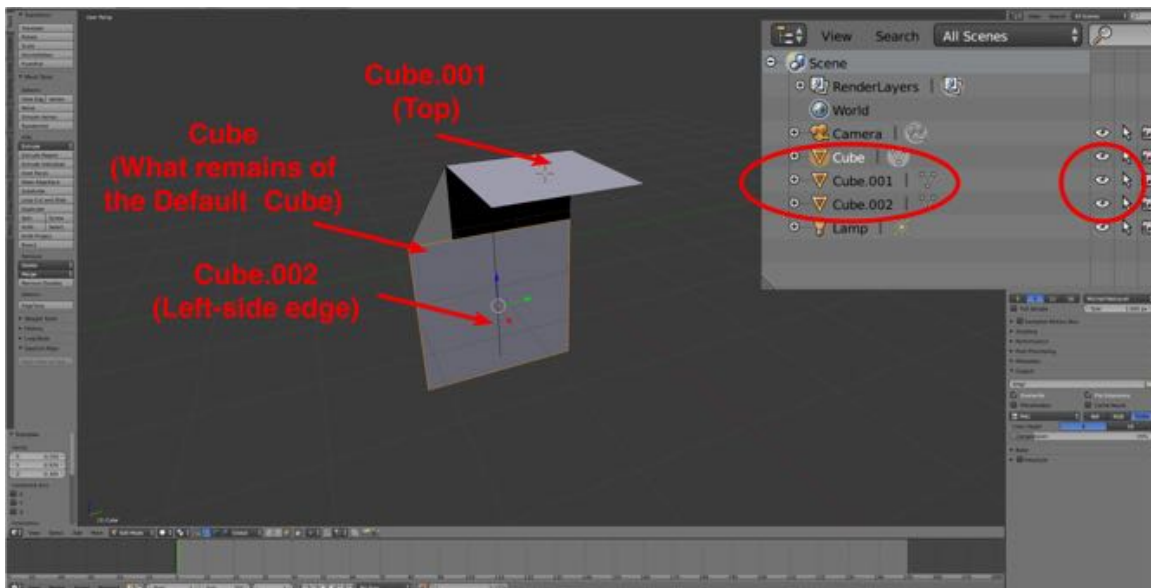
- In the Properties Editor, **click (LMB)** on the **Cube.002** object to **select it**.
Now only the front right edge is visible.



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- **Click (LMB)** the **Eye Icons** to the right of the **Cube** object and to the right of the **Cube.001** object to **reveal** them.
- **Click (LMB)** on the **Cube** object to select it.
- **Switch** to **Edit Mode** and **Face Selection Mode**.
- **Select (RMB)** the **front face** of the default cube and **drag (G-KEY)**.
- **LMB** to confirm.

Notice that front face is still connected to the left-side face. That is, the Separate Tool has duplicated the left edge.



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Additional Comments:

The Separate Tool is different from the Split Tool in that the disconnected part of the mesh becomes a new mesh (object). With the Split Tool, the disconnected part of the mesh remains a part of the mesh as a whole (i.e., it is just a part that is disconnected).

For More Information:

Blender Reference Manual, **Separate**

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