

Shear

Access:

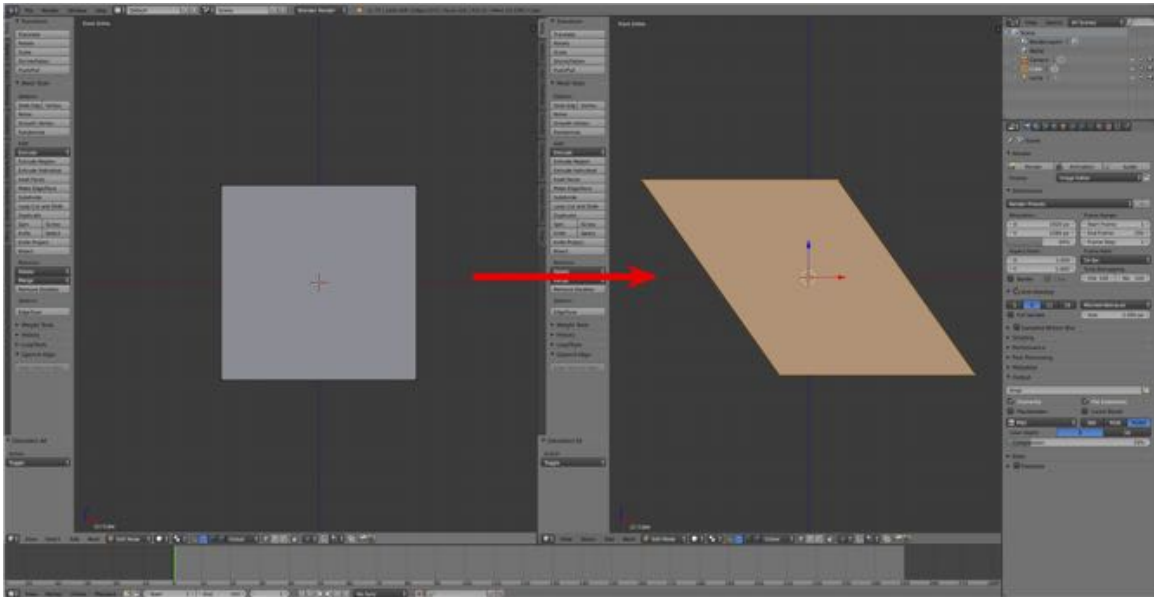
Keyboard shortcut: **SHIFT + CTRL + ALT/OPT + S-KEY**

Mode: 3D Editor: Edit Mode

Panel: None

Menu: Mesh > Transform > Shear

Description:



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The Shear Tool moves selected elements in parallel with a horizontal axis through the Pivot Point in the current view. Everything selected above a horizontal line through the Pivot Point will move in the direction to which the mouse cursor is dragged. Everything selected below a horizontal line through the Pivot Point will move in the opposite direction to which the mouse cursor is dragged.

The amount of shear applied can be determined by moving the mouse cursor or by typing in a numeric value.

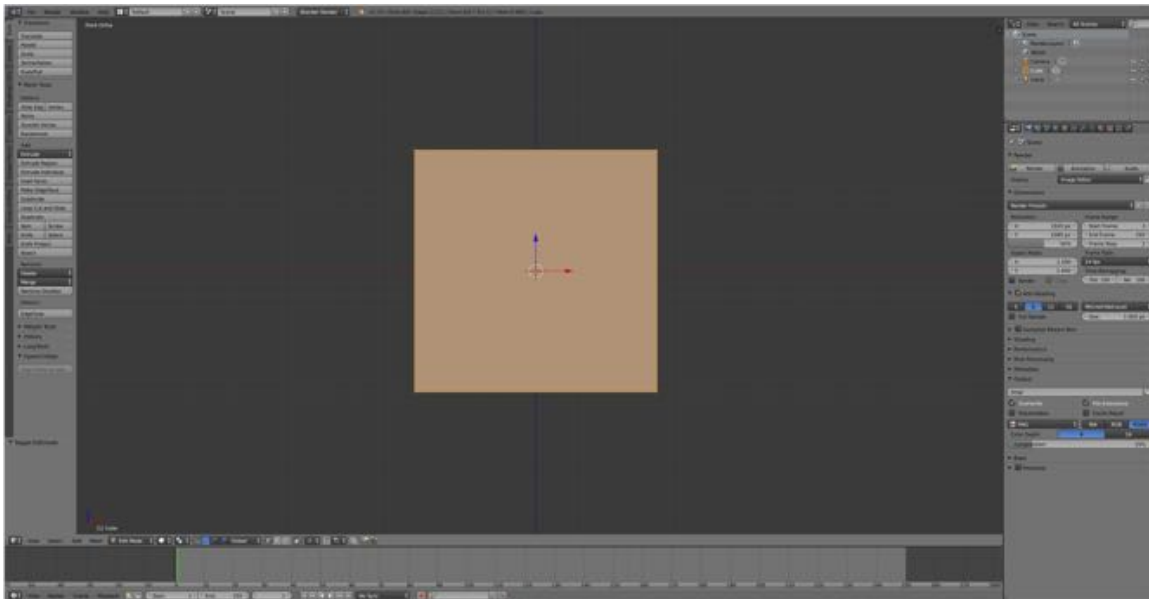
The shear action can be further defined in the Tool Shelf's Operator Pane.

To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode**.
- **Select** the mesh or portion thereof to be sheared.
- Press **SHIFT + CTRL + ALT/OPT + S-KEY** and **drag** the mouse.

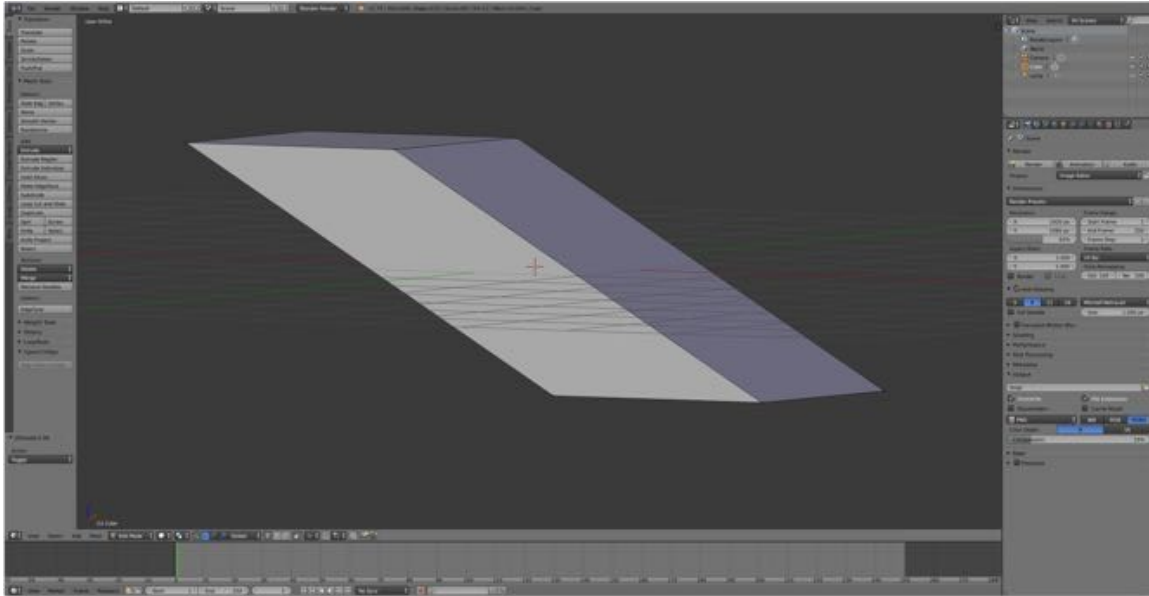
Let's Try It:

- **Open Blender** and switch to the 3D Editor's **Edit Mode**.
- **Switch to Front Ortho View** (**NUMPAD-1-KEY > NUMPAD-5-KEY**).
- **Select (A-KEY)** the **Default Cube**.



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- **Drag** the mouse to the left.
Rotate the cube (**Alt/OPT + Drag**) to see the effect.



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Additional Comments:

The Shear Tool is particularly useful in face (poly-to-poly) modeling where you want to shift a number of vertices at one time sideways.

For More Information:

Blender Reference Manual, **Shear**

<https://www.blender.org/manual/modeling/meshes/editing/deforming/shear.html>