

# Split

## Access:

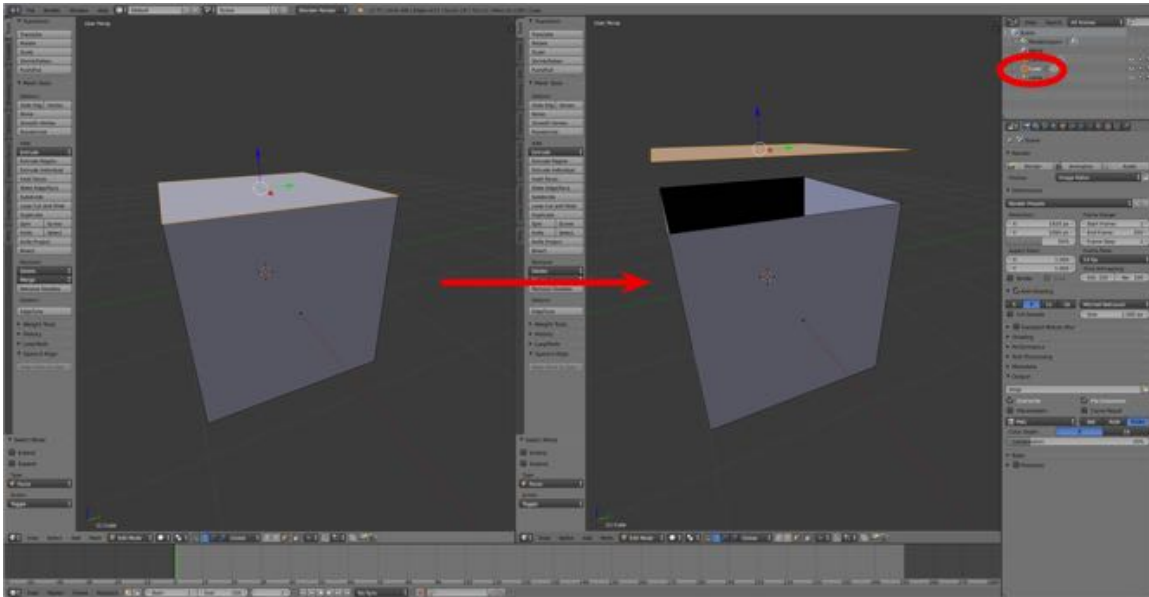
Keyboard shortcut: **Y-KEY**

Mode: 3D Editor: Edit Mode

Panel: None

Menu: Mesh > Vertices > Split

## Description:



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The Split Tool disconnects the selected part of a mesh from the rest of the mesh. The disconnected part is left at the same location but can then be moved to a different location. Split keeps the disconnected part as part of the object it was disconnected from.

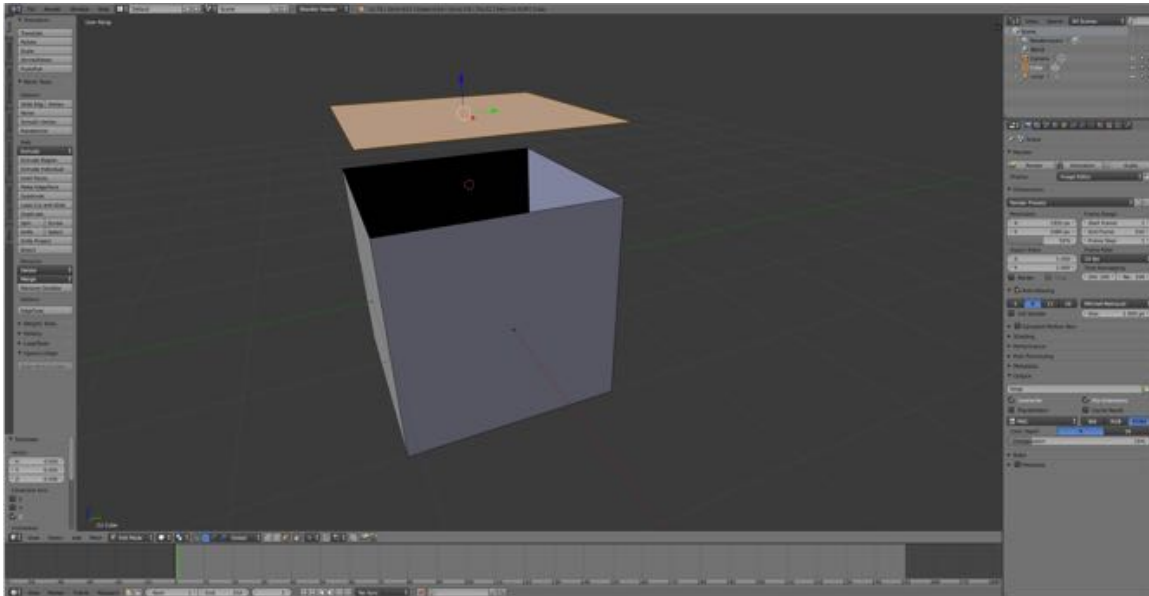
The Split Tool is usually used with faces but it can be applied to edges and vertices. With edges and vertices it act more like duplication.

## 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 **Y-KEY** to split (disconnect) the selection.
- **Press** **LMB** to confirm.

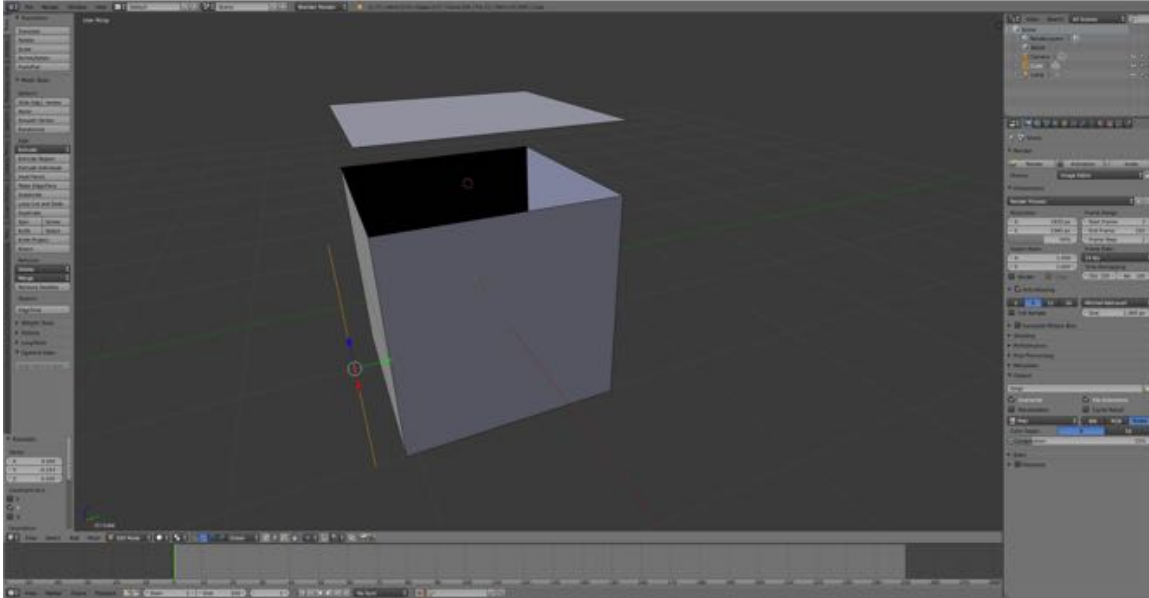
## Let's Try It:

- **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 Y-KEY** to split (disconnect) the selection.
  - **Press LMB** to confirm.
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- **Press the G-KEY** and **drag** the disconnected face away from the cube to better see that it has been disconnected.



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- **Switch to Edge Selection Mode**.
  - **Select (RMB)** the **front left edge** of the default cube.
  - **Press the Y-KEY** to split (disconnect) the selection.
  - **Press LMB** to confirm.
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- **Press the G-KEY** and **drag** the disconnected edge away from the cube to better see that it has been disconnected.



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### **Additional Comments:**

The Split Tool is different than Separate Tool in that 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). With the Separate Tool, the disconnected part of the mesh become a new mesh (object).

### **For More Information:**

Blender Reference Manual, **Split**

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