

Align Vertices

Access:

Keyboard shortcut: **CTRL + V-KEY > Align**

Mode: 3D Editor: Edit Mode

Panel: None

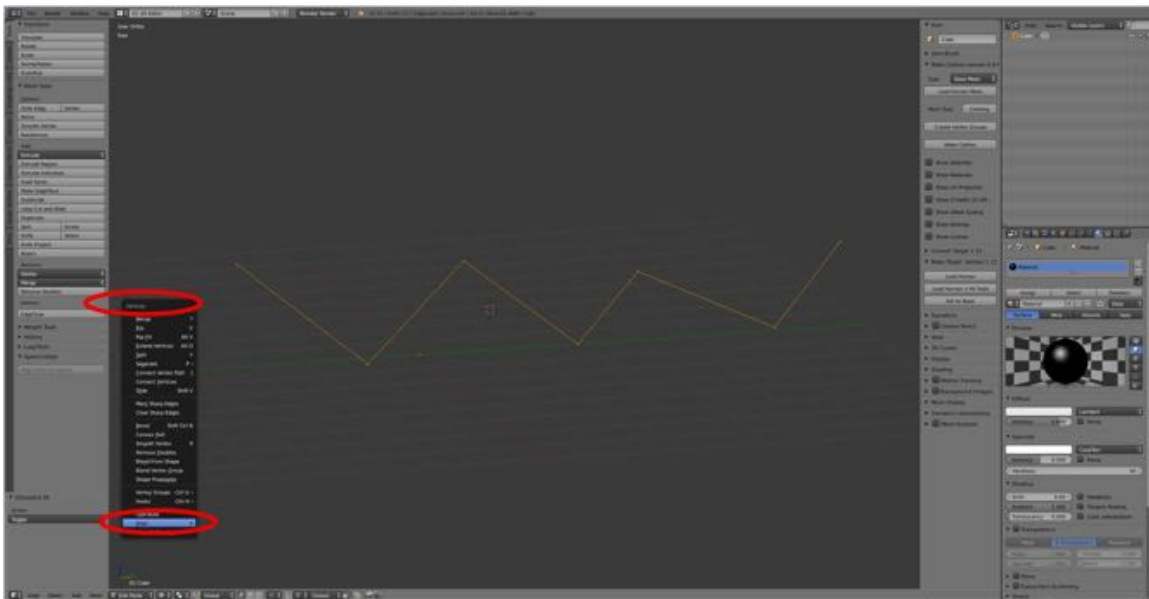
Menu: Mesh Menu > Vertex > Align

Add-on:

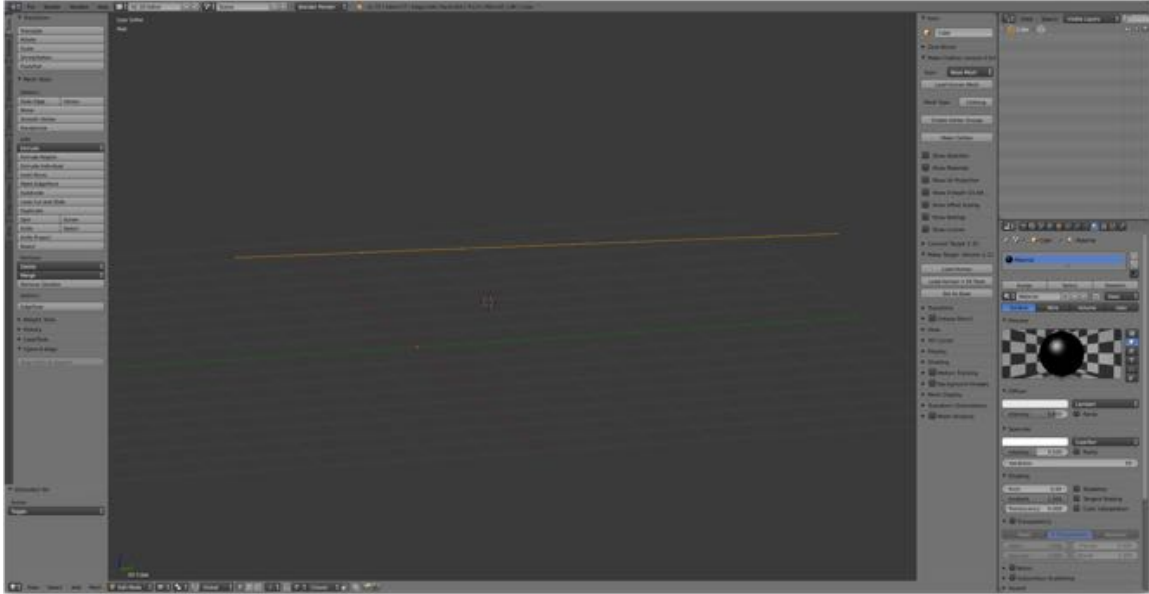
Mesh Vertex Tools

<http://blenderaddonlist.blogspot.ca/2013/11/addon-mesh-vertex-tools.html>

Description:



Vertices to be aligned.



Vertices aligned with the Mesh Vertex Tool's align option.

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The Mesh Vertex Tools align feature places selected vertices on a straight line, running from the first to the last vertex with distances between the vertices, measured along this line, are preserved.

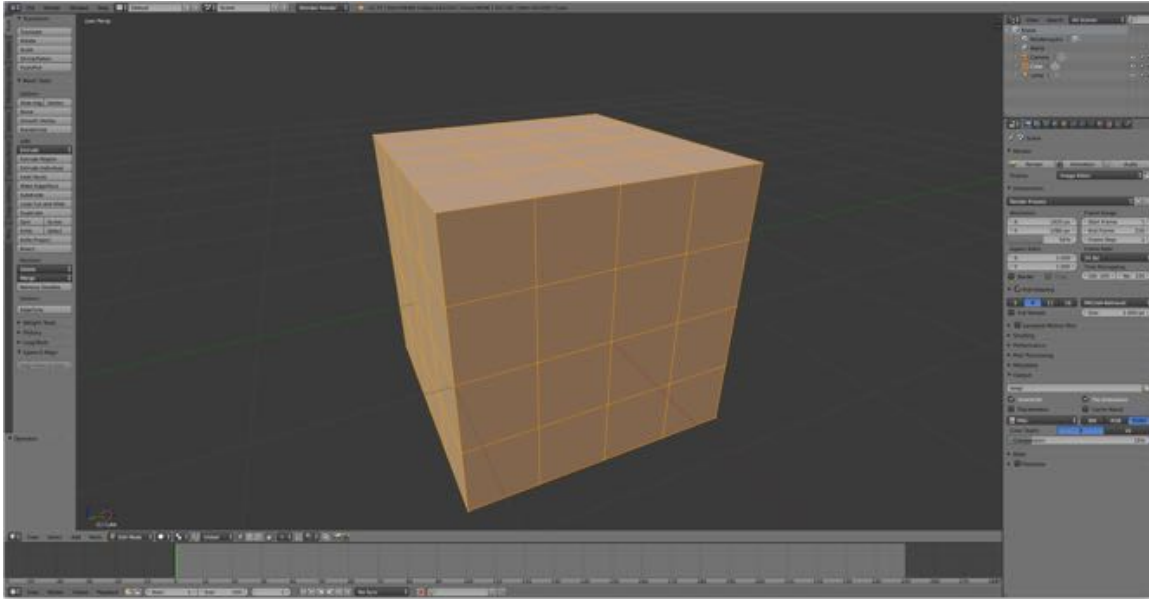
To Use the Tool:

- **Select adjacent vertices.**
- In the 3D Editor's Header (Edit Mode) **select** Mesh Menu > Vertex > **Align**.

Let's Try It:

Setup

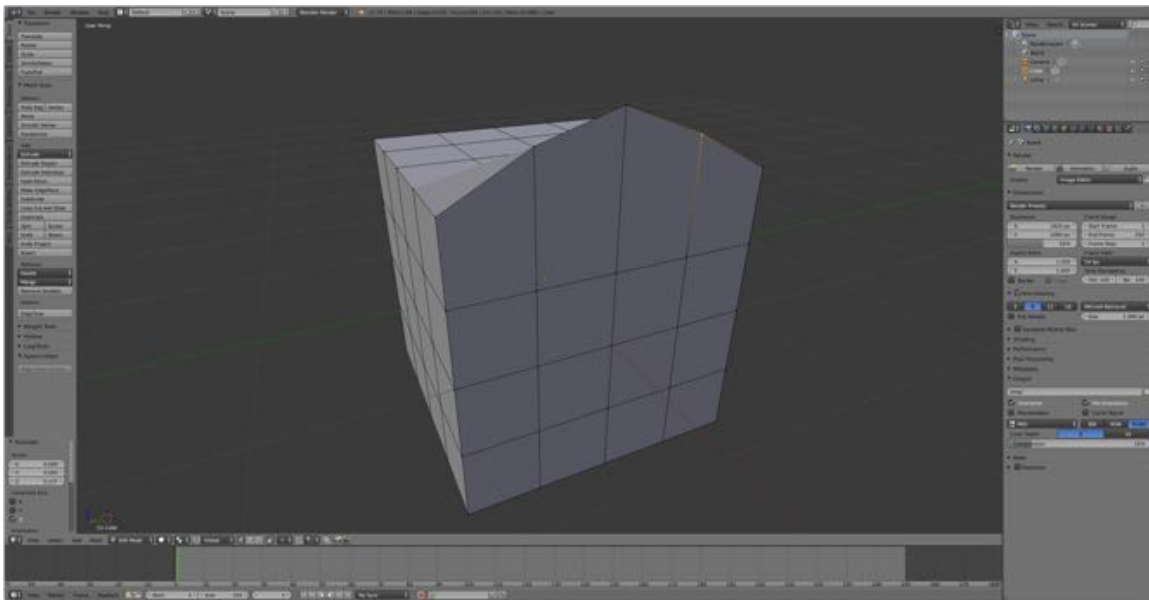
- **Open Blender** and switch the 3D Editor to **Edit Mode**.
- **Select the Default Cube** and **subdivide** twice
(**Tool Shelf Tools Tab > Subdivide X2**).



Default cube subdivided.

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- **RMB** select the **vertices of the top edge** of the default cube **one at a time** and **drag** constraining to the Z-axis (**G-KEY** > **Z-KEY** > **DRAG**) to create a line of vertices that are not lined up.

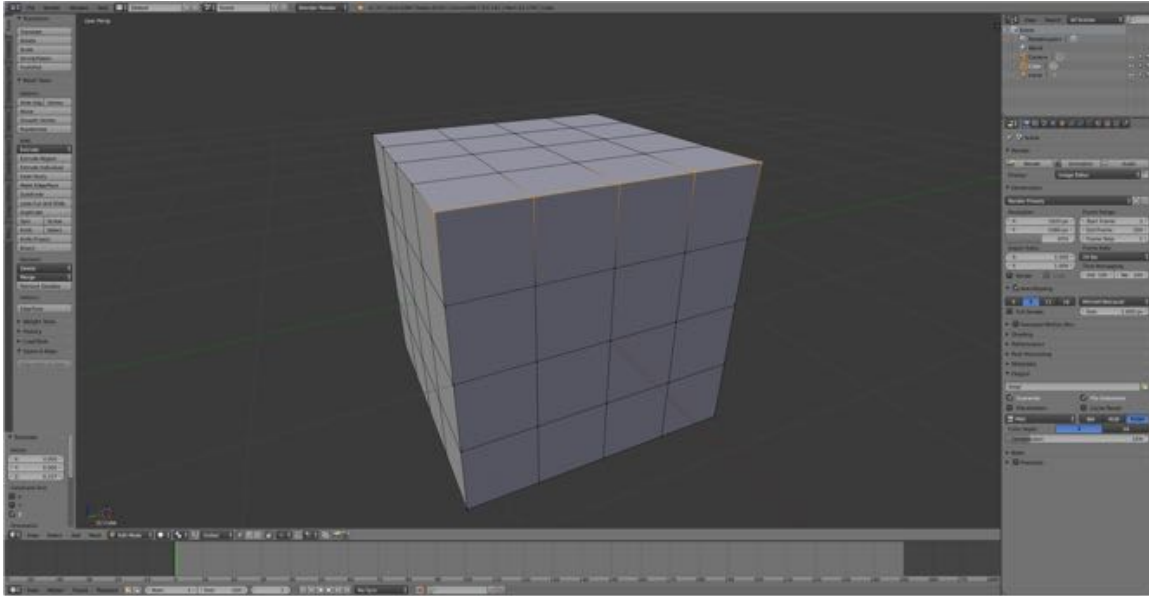


Vertices misaligned ready to apply the Mesh Vertex Tool's align option.

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End of setup

- **Select the line of vertices.**
- **Press CTRL + V-KEY** > **Align** to realign them.



Vertices realigned using the Mesh vertex tool's align option.

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Additional Comments:

This is a very useful tool for straightening edges in a poly to poly modeling.

For More Information:

Blender Add-on Catalog **Mesh Align Tool**

http://airplanes3d.net/scripts-254_e.xml