

Connect Vertices

Access:

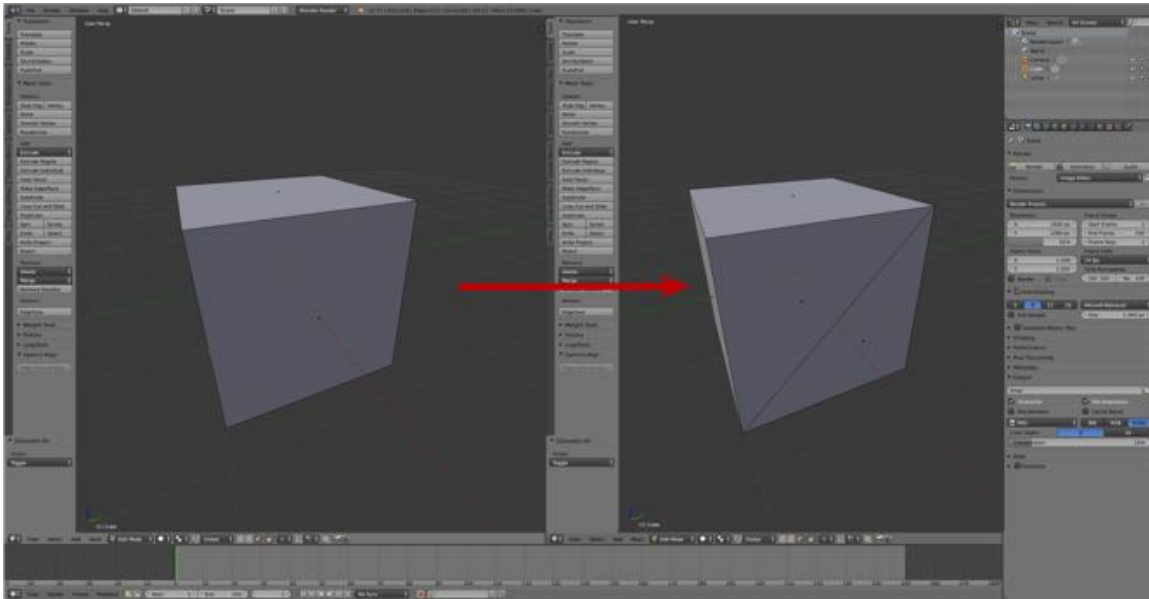
Keyboard shortcut: **J-KEY**

Mode: 3D Editor: Edit Mode

Panel: None

Menu: Mesh > Vertices > Connect Vertex Path

Description:



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The Connect Tool (Connect Vertices Path) joins two (or more) vertices with a new edge across the face(s). Two vertices must share the same face for the face to be divided. The vertices are connected in the order they are selected.

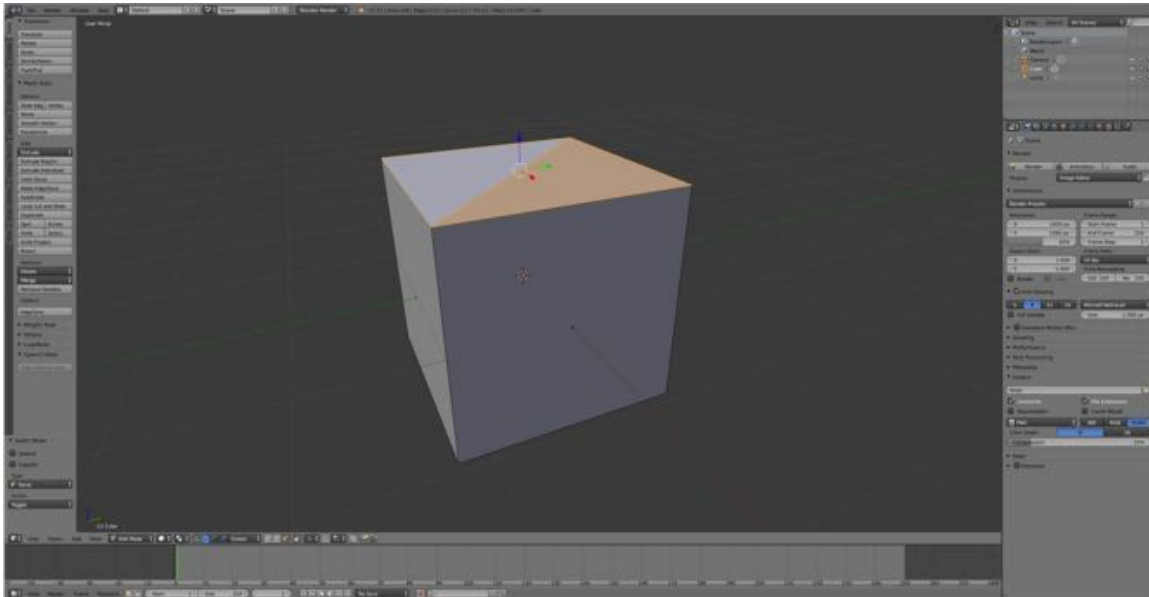
To Use the Tool:

- **Select two** (or more) **vertices** two for each face to be divided.
- **Press the J-KEY.**

Let's Try It:

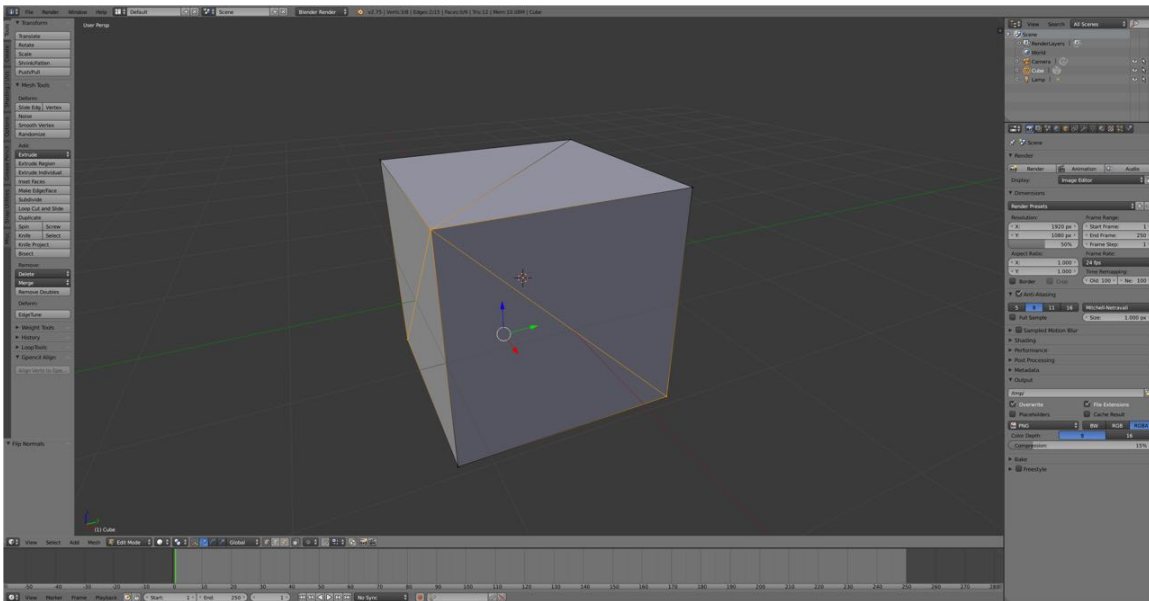
- **Open Blender** and in the 3D Editor select **Edit Mode** and **Vertex Selection Mode**.
- **Select (RMB) two vertices.**

- **Press the J-KEY.**
- **Switch to Face Selection Mode** and select the **two new faces** to observe that the original face has been divided.



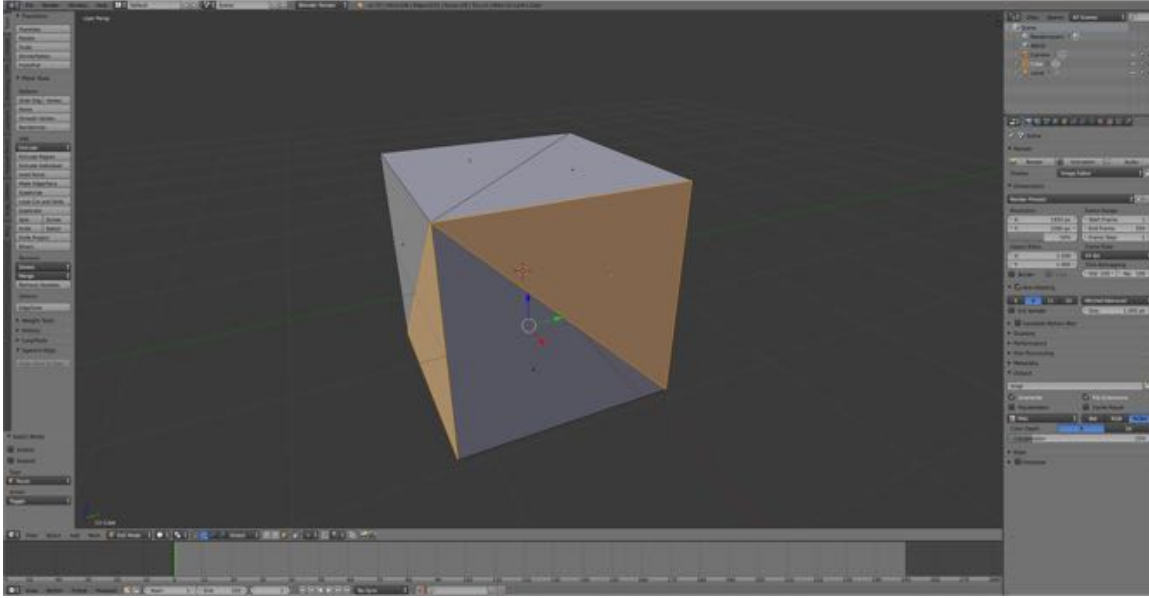
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- **Select a line of vertices** across two of the faces of the default cube (two per face).



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- **Press the J-KEY.**
- **Switch to Face Selection Mode** and select the **new faces** to observe that the original face has been divided.



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Additional Comments:

The Connect Tool is the easy way to divide faces vertex to vertex.

For More Information:

Blender Reference Manual, **Connect**

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