

# Vertex Slide

## Access:

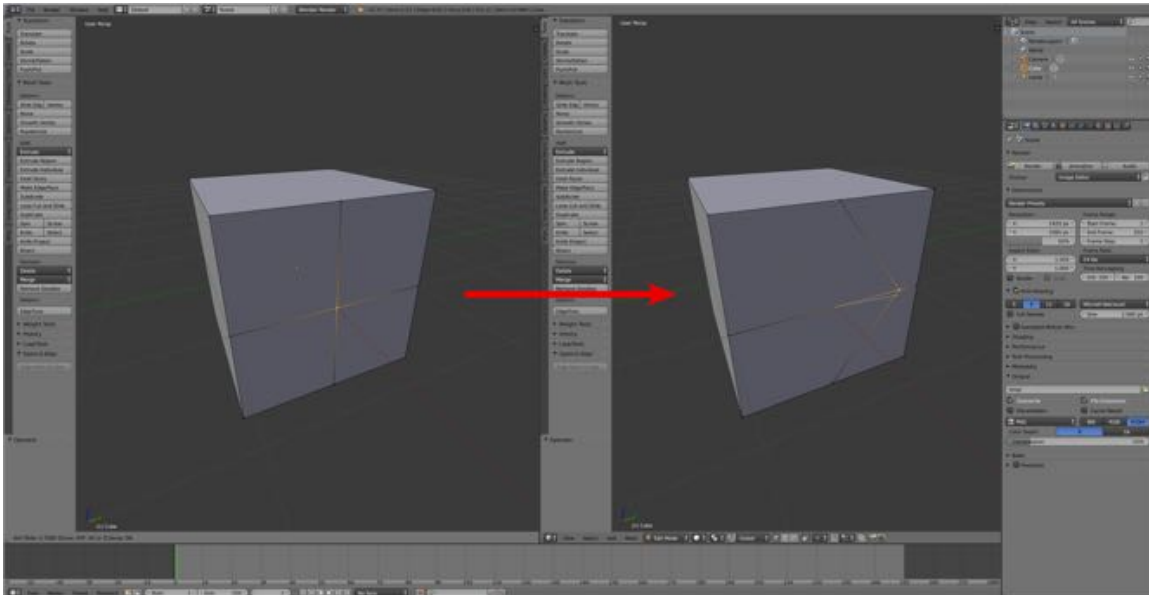
Keyboard shortcut: **G-KEY > G-KEY**

Mode: 3D Editor: Edit Mode

Panel: None

Menu: None

## Description:



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Vertex Slide moves a vertex along one of its adjacent edges.

This tool is different from the Vertex Slide (SHIFT + V-KEY) and is easier to use. You select the vertex, not the edge along which you want to move the vertex, which makes more sense.

## To Use the Tool:

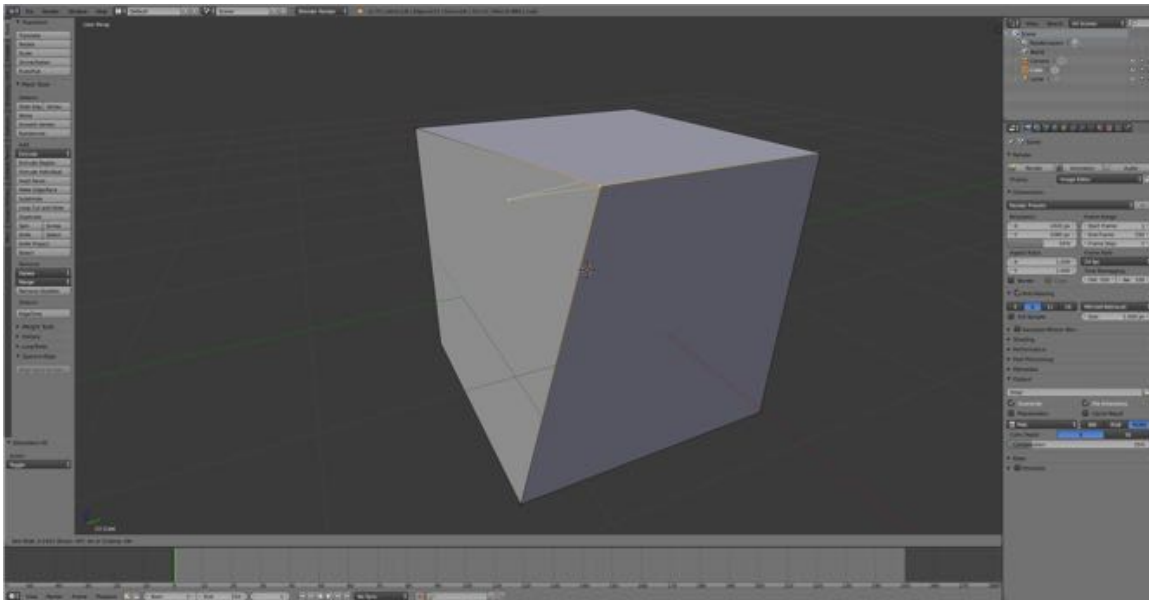
- **Switch** to Blender **Edit Mode** and **Vertex Selection Mode**.
- **RMB** select the **vertex** you want to move.
- **Press** the **G-KEY** followed by the **G-KEY** (that is press the G-KEY twice)
- **Drag** the **vertex** along the adjacent edge to the **desired location**.

(You can specify the distance by positioning the mouse cursor over the adjacent edge, the edge will turn yellow, and type in the distance to you want the vertex to move.)

**Press LMB to confirm.**

### Let's Try It:

- **Open Blender** and switch to **Edit Mode** and **Vertex Selection Mode**.
- **Press the A-KEY** to **deselect the Default Cube**.
- **RMB select one vertex** of the **cube**.
- **Press the G-KEY** followed by the **G-KEY** and **drag the vertex** along an adjacent edge. (You can hold down the **SHIFT-KEY** while dragging for better precision.)
- **Press LMB to confirm** (RMB to cancel).



Left front corner vertex slid along top edge.

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### Additional Comments:

You can also slide edges or loops of edges.

To slide an edge:

- To slide an edge switch to **Edge Selection Mode** and select an edge.
- **Press the G-KEY** followed by the **G-KEY** and **drag the edge**.  
(Note that the edge will not move freely, but only along the adjacent edges.)
- **Press LMB to confirm** (RMB to cancel).

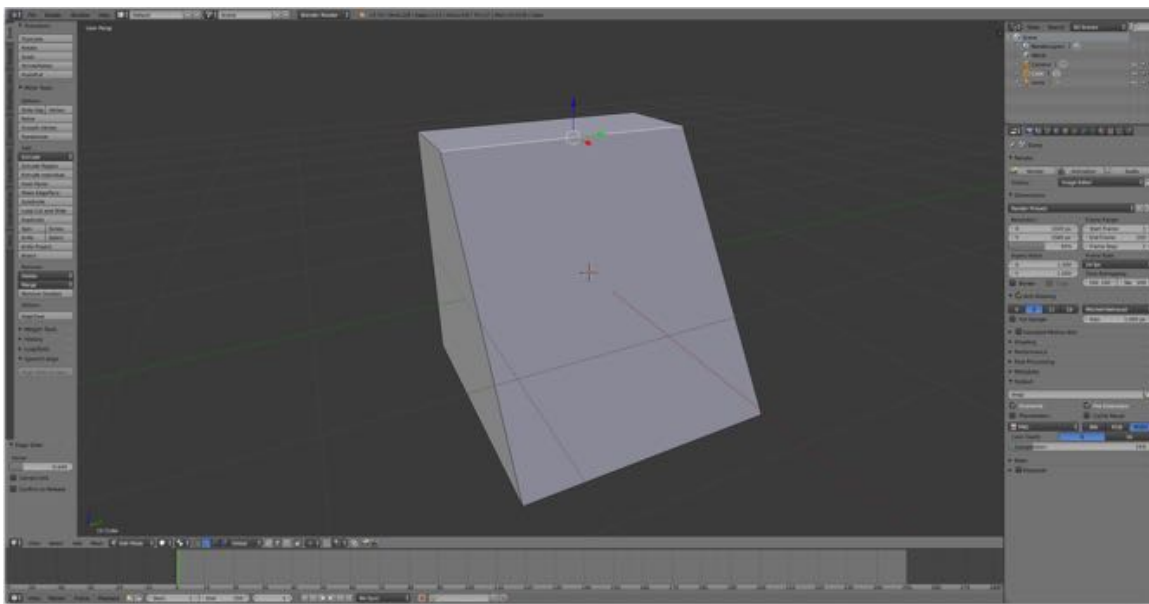
To slide a loop (of edges):

### Setup

- In the 3D Editor's Edit Mode, from the Tool Shelf > add > select Loop Cut and Slide.
- Position the mouse cursor over the default cube until you see a purple ring.
- Press LMB and drag the now orange ring along the cube.
- Press LMB to confirm the slide.

### End of setup

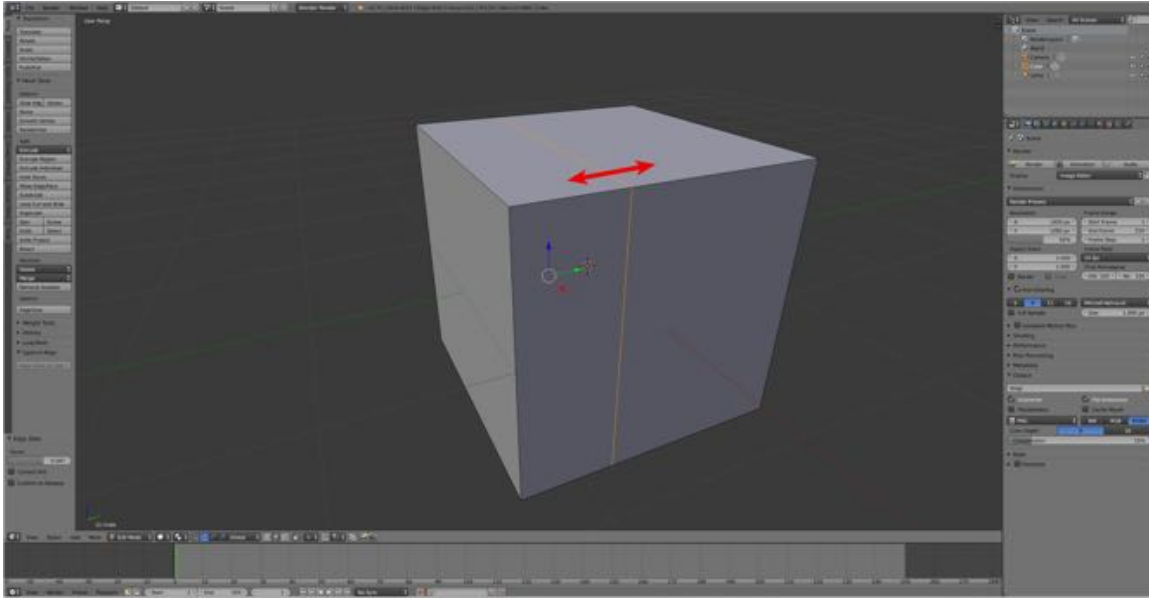
- Try to drag the selected ring further across the cube.  
(Note that it will not move.)



Selected edge can be slid along adjacent edges by pressing G-KEY > G-KEY.

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- Now, with the ring still selected (if it is not selected, **press (ALT/OPT + RMB)**).
- Press the G-KEY twice (**G-KEY > G-KEY**).
- Now slide (**drag**) the ring across the cube to a new location.
- **Press LMB to confirm** (RMB to cancel).



Selected loop can be slid in either direction by pressing G-KEY > G-KEY and dragging.

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### **For More Information:**

Blender Reference manual, **Vertex Slide**

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