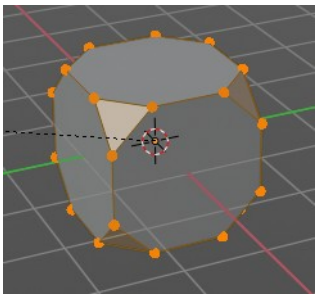
7.1.11 Editors - 3D View - Header - Mesh - Edit mode - Edge Menu

Detailed Table of content

Detailed table of content

Edit Mode - Edge Menu

Bevel Edges

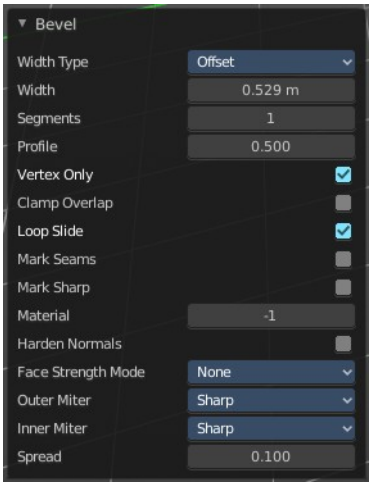


The Bevel Tool adds a bevel to the selected Edges.

Usage: first select the geometry that you want to bevel. Then activate the tool and drag the mouse. You need to drag quite a bit outwards until you see an effect. So don't wonder when the mouse movement seem to do nothing. You can also adjust the amount in the Last Operator Bevel panel afterwards.

In the footer you can see further advice. And the current values for the bevel.

Last Operator Bevel



Width type

Width Type is a drop-down box where you can choose the Amount type for the bevel action.

Width

The Bevel amount.

Segments

How many segments gets created

Profile

Controls the Profile shape. 0.5 means round.

Vertex only

Bevel Vertices only.

Clamp Overlap

Do not allow bevelled geometry to overlap each other.

Loop Slide

Prefer slide along edge to even widths.

Mark Seams

Mark seams along the beveled edges.

Mark Sharp

Mark the beveled edges sharp.

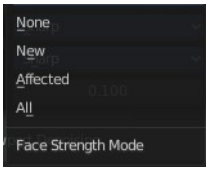
Material

Material for bevelled faces. -1 is the surrounding material.

Harden Normals

Match the normals of the new faces to the adjacent faces.

Face Strength Mode



Face Strength Mode can be used in conjunction with Weight Normals Modifier (with the 'Face Influence' option checked). Here you can set if and howthe face strength at creation gets set.

None

Don't set face strength.

New

Set the face strength of new faces along edges to Medium. And the face strength of new edges at vertices to Weak.

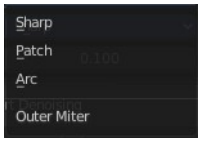
Affected

In addition to those set for the New case, also set the faces adjacent to new faces to have strength Strong.

All

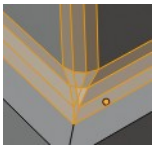
In addition to those set for the Affected case, also set all the rest of the faces of the model to have strength Strong.

Outer Miter

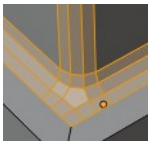


How the outer miter is set. Miter is how the bevel rounding at a corner is done.

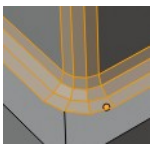
Sharp
Creates a sharp miter.



Patch
This replaces the outside vertex of a miter with 3 vertices. And uses a patch pattern there.

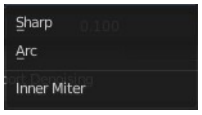


Arc
This replaces the vertex of a miter with 2 vertices, joined by an arc. A separate Spread parameter says how far to move the vertices away from their original position.

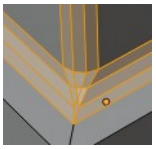


Inner Miter

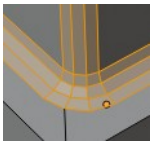
How the inner miter is set. Miter is how the bevel rounding at a corner is done.



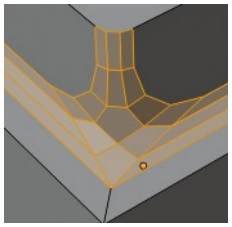
Sharp
Creates a sharp miter.



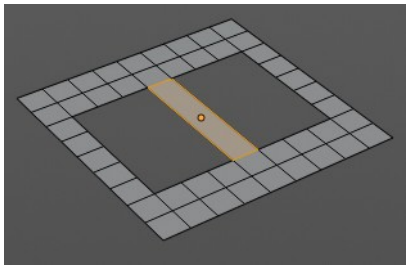
Arc
This replaces the vertex of a miter with 2 vertices, joined by an arc. A separate Spread parameter says how far to move the vertices away from their original position.



Spread
Belongs to inner miter method Arc. Here you can adjust how strong the inner radius is bent.



Bridge Edgeloops



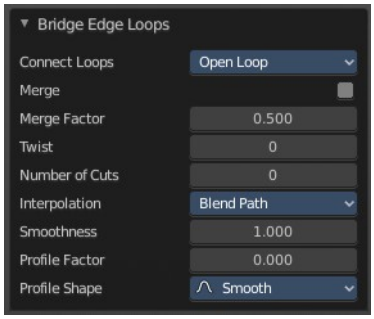
The Bridge edgeloops tool bridges selected edges, and adds a polygon between them. You need to have at least two edges selected.

Last Operator Bridge Edgeloops

Connect Loops

Here you can choose the method how to deal with bridging multiple loops.

Merge



With merge ticked it will not create a bridge face, but merge the selected edges.

Merge Factor

The merge factor determines at which distance between the selected edges the merge happens. 0.5 is the middle of the selected edges.

Twist

The twist offset for closed loops.

Number of Cuts

Adds cuts to the bridge face.

Interpolation

Here you can choose the interpolation mode for the cuts.

Smoothness

Here you can adjust the smoothness for the cuts.

Profile Factor

Here you can adjust the profile factor for the cuts.

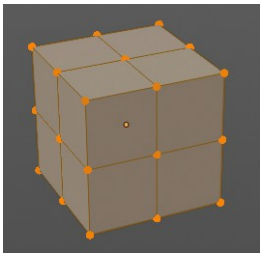
Profile shape

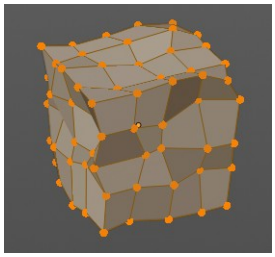
Here you can adjust the profile shape for the cuts.

Subdivide

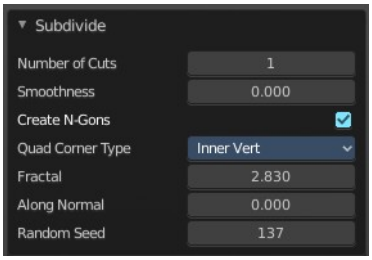
Subdivide divides the selected edges. It subdivides the involved faces too, and can create new vertices.

A more unknown functionality is that it can also randomize the result with the Fractal slider in the Last operator panel.





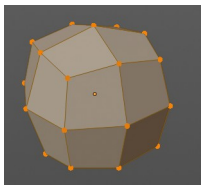
Last Operator Subdivide



Number of Cuts

The number of cuts defines the amount of subdivisions.

Smoothness



This value defines how smooth the subdivision result is. From flat to bent.

Create N-Gons

Create N-Gons if required. Else subdividing N-Gons creates Tris.

Quad Corner Type

Here you can adjust the corner type.

Fractal

Randomize the selected vertices.

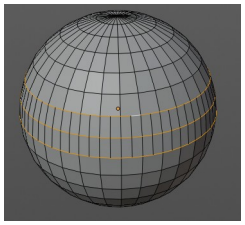
Along Normal

When randomized, this value defines how strong the subdivision follows the normals of the initial vertices.

Random Seed

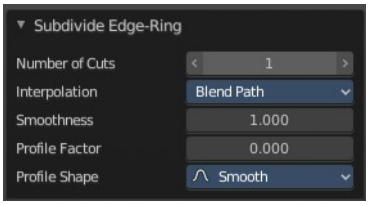
Randomizing value for fractal randomizing.

Subdivide Edge ring



Subdivides the selected edge ring(s).

Last Operator Subdivide Edge ring



Number of Cuts

Here you can adjust the number of cuts for the subdivision.

Interpolation

Here you can chose a interpolation method for the new geometry.

Linear ends in a equal division and a flat result. Blend Surface interpolates the surrounding geometry. And can end in a curvy result.

Smoothness

The Smoothness factor for the interpolation.

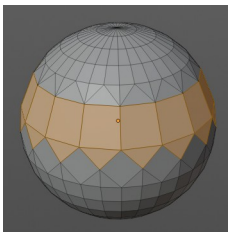
Profile Factor

The profile strength.

Profile Shape

A drop-down box where you can define a profile for the generated geometry.

Un-Subdivide



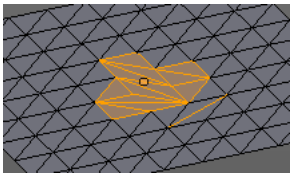
Decimates the geometry by trying to make one quad out of four quads. But can also end in Tris where this is not possible.

Last Operator Un-Subdivide

Iterations

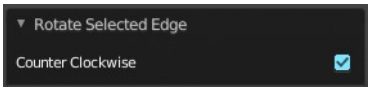
Number of iterations. This means how deep the calculation should go. One level of SDS, two levels, three levels, etc. . Down to the point where you cannot decimate any geometry anymore.

Rotate Edge CW



Rotate Edge rotates the selected edge clockwise.

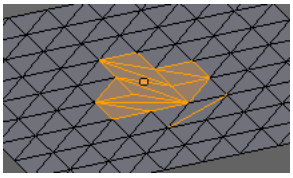
Last Operator Rotate Selected Edge



Counter Clockwise

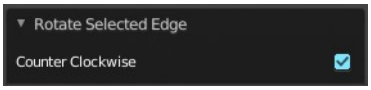
Rotate selected edges counter clockwise.

Rotate Edge CCW



Rotate Edge rotates the selected edge counter clockwise.

Last Operator Rotate Selected Edge

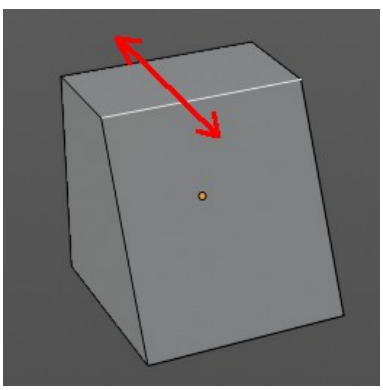


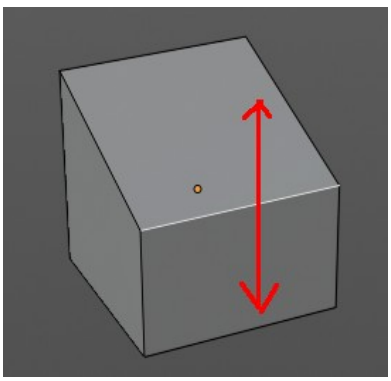
Counter Clockwise

Rotate selected edges counter clockwise.

Edge Slide

Edge Slide slides the selected edge along the face that it is part of. This is for the edge at a cube into two possible directions.



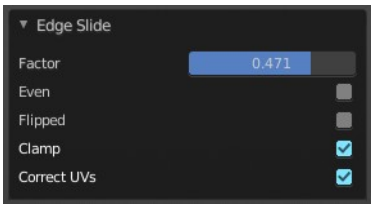


Last Operator Edge Slide

Factor

Factor is a sliding box Here you can adjust the slide strength numerically. The width of the face is the 0-1 range.

Even



Make the Edge loop match the shape of the adjacent edge loop.

Flipped

When Even Mode is active, flips between the two adjacent edge loops.

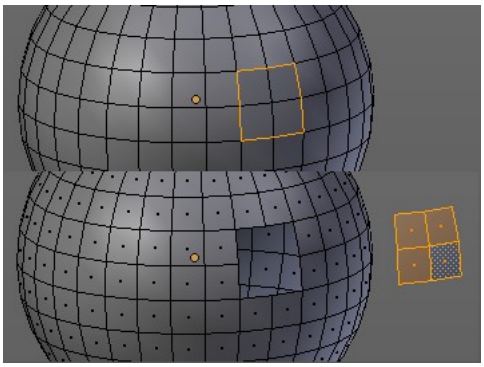
Clamp

Clamp within the edge extend.

Correct UV's

Correct UV's corrects the UV's while editing the geometry.

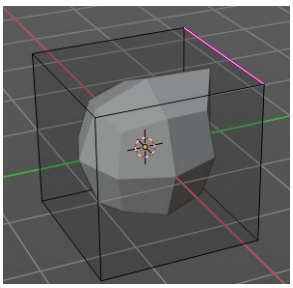
Edge Split



Edge split splits the selected edges. It creates two edges out of one.

This tool works similar to the Rip tool. But with selected edges instead of selected vertices. And this tool has no further settings.

Edge Crease



When you use a Subdivision Surface Modifier, then you can define the sharpness of selected edges with this tool. Crease edges will be marked colored in edit mode.

You will see a value in the header that indicates the current strength when you activate the tool. Move with the mouse to increase or decrease the value. Or type in a value while you are in this mode. You can also scale into negative range.

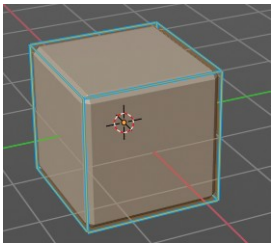
A negative crease value will subtract from the current active crease value in case it exists already from a former crease operation. A Crease value of -1 removes the crease from this edge.

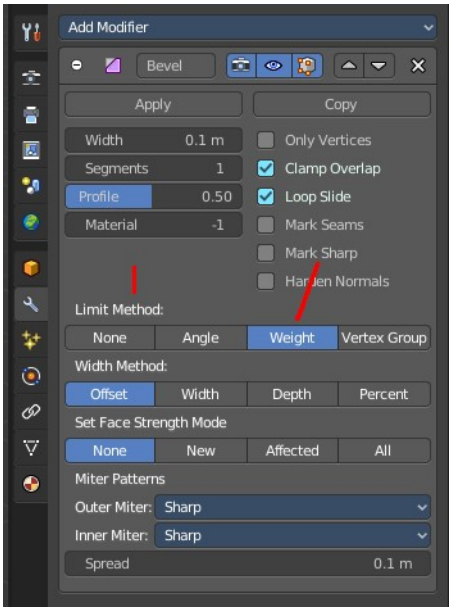
Last Operator Edge Crease

Factor

Here you can adjust the crease factor.

Edge Bevel Weight





This tool adjusts the edge bevel weight for selected edges when you use the Bevel modifier at the mesh.

You need to have set the limit method to Weight. This way you can achieve a bevel weight for every individual selected edge if you want, and achieve different bevel strengths at the mesh.

You will see a value in the header that indicates the current strength when you activate the tool. Move with the mouse to increase or decrease the value. Or type in a value while you are in this mode. You can also scale into negative range.

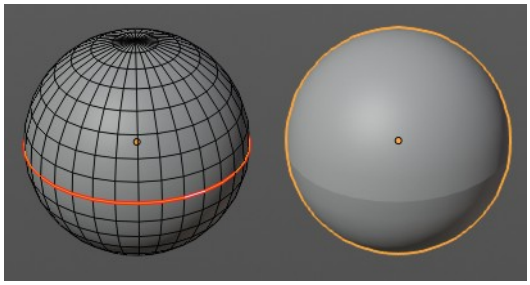
A negative Edge Bevel Weight value will subtract from the current active crease value in case it exists already from a former crease operation. A Edge Bevel Weight value of -1 removes the weight from this edge.

Last Operator Edge Bevel Weight

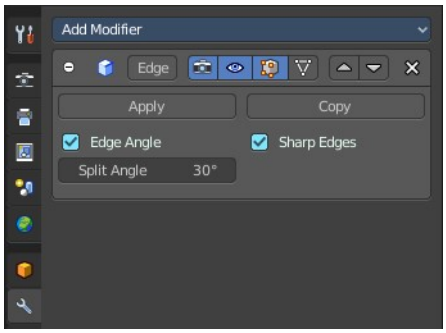
Factor

Here you can adjust the Edge Bevel Weight factor.

Mark Sharp



Mark Sharp is a tool that you need for the Edge Split modifier. Marked edges are displayed and rendered as sharp edges.



Last Operator Mark Sharp

Vertices

Calculate by the selected vertices instead of edges to mark the edges.

Clear Sharp

Clears formerly as sharp marked selected edges.

Last Operator Mark Sharp

Vertices

Calculate by the selected vertices instead of edges to mark the edges.

Mark Sharp from Vertices

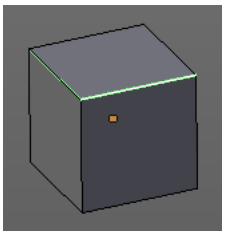
Same as Mark Sharp, but with Vertices already ticked in the Adjust Last Operation panel.

Clear Sharp from Vertice

Same as Clear Sharp, but with Vertices already ticked in the Adjust Last Operation panel.

Mark Freestyle Edge

Freestyle is a comic renderer that is included in Bforartists. Mark Freestyle Edges marks the selected edges as Freestyle feature edges.



Clear Freestyle Edge

Freestyle is a comic renderer that is included in Bforartists. Clear Freestyle Edges unmarks the selected edges as Freestyle feature edges.