

Connect Vertex Path

Reference

Mode:

Edit Mode

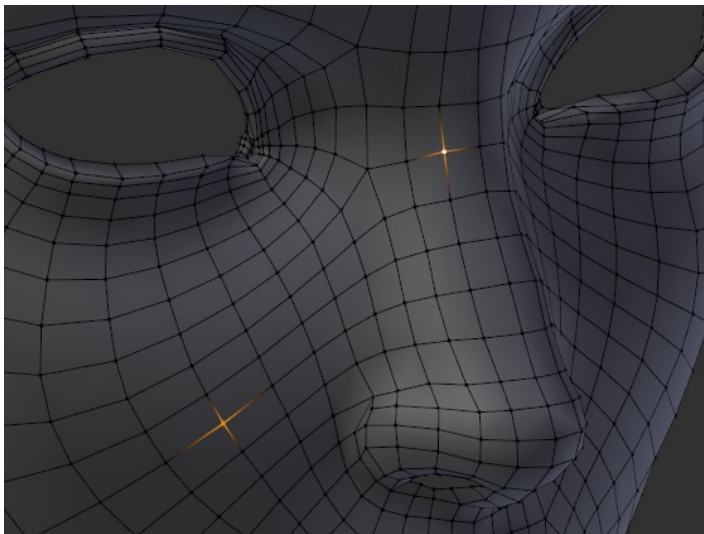
Menu:

Vertex ▸ Connect Vertex Path

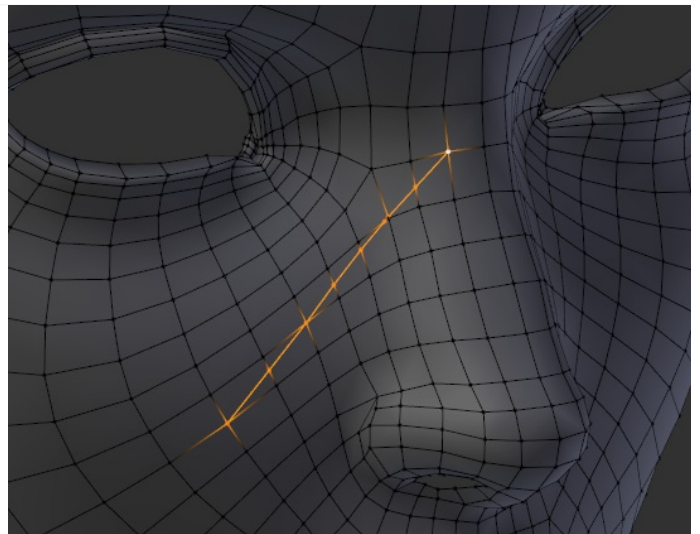
Shortcut:

J

This tool connects vertices in the order they are selected, splitting the faces between them. When there are only two vertices selected, a cut will be made across unselected faces, a bit like the Knife tool; but this is limited to straight cuts across connected faces.

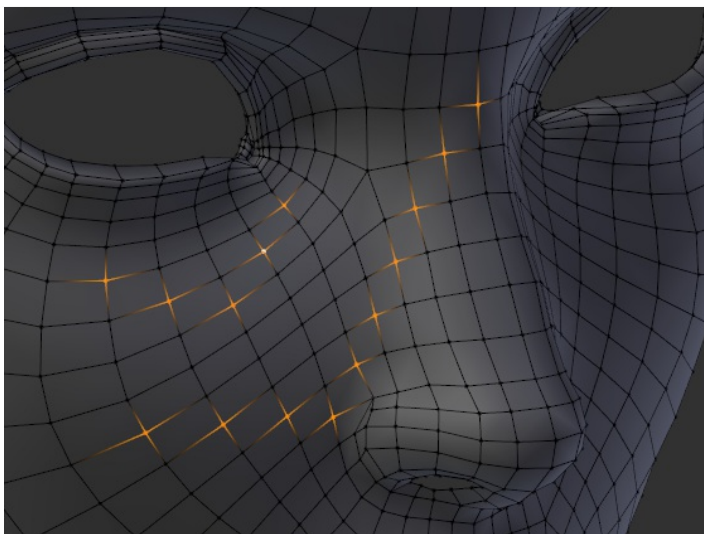


Two disconnected vertices.

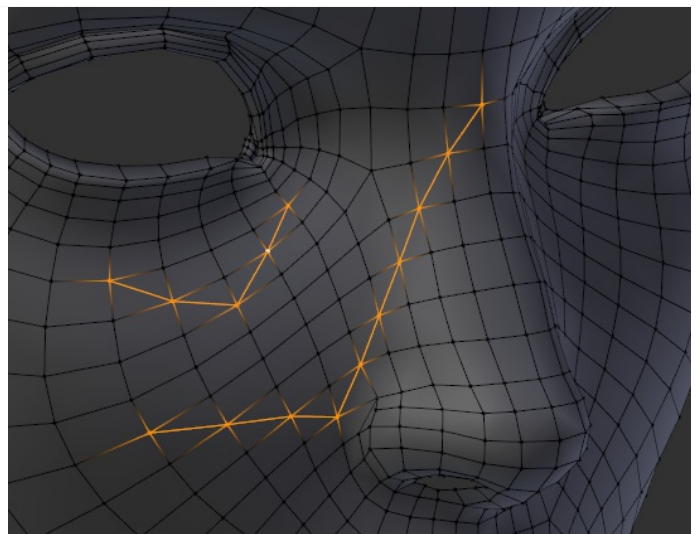


Result of connecting.

Running a second time will connect the first/last endpoints. When many vertices are selected, faces will be split by their selected vertices.



Before.



After.

Vertices not connected to any faces will create edges, so this can be used as a way to quickly connect isolated vertices too.

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