Loop Cut and Slide

Reference	
Mode:	
	Edit Mode
Menu:	
	Edge ‣ Loop Cut and Slide
Shortcut:	
	`Ctrl - R`

Loop Cut and Slide splits a loop of faces into two or more parallel loops. The new edges are created in the middle by default, but you can also slide the closer to a side.

Usage

The tool is interactive and has two steps:
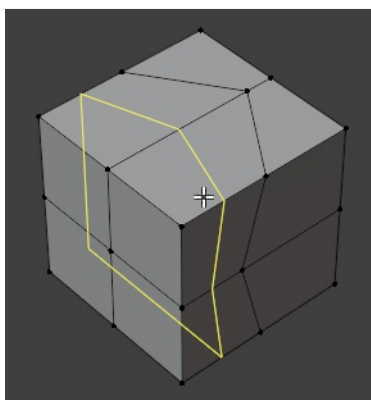
1. Choose the face loop to cut

   After activating the tool, move the cursor over an edge through which the cut should pass (that is, an edge that's perpendicular to the cutting direction Blender shows a yellow line previewing the cut that will be made. Click `LMB` to confirm and move to the next step, or `RMB` to abort.
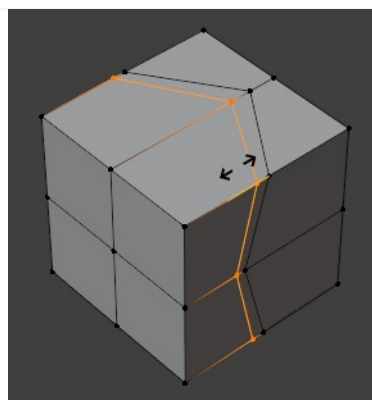
2. Slide the new edge loop(s)

   You can now move the mouse to change the position of the new edge loop. Click `LMB` to create the cut at the chosen location, or `RMB` to create at the center.
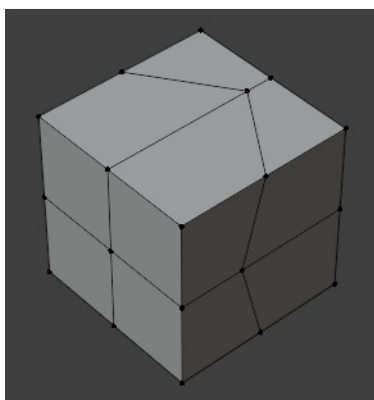
| Mesh before inserting edge loop. | Choosing the face loop. | Sliding the new edge loop. |

> See also
>
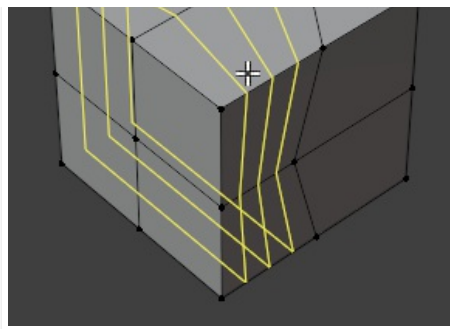> The Edge Slide tool for sliding existing edge loops.

Options

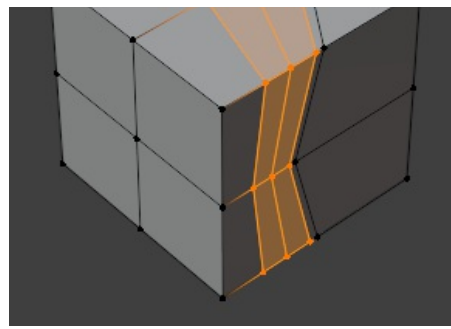These options are available while the tool is in use, and later in the Adjust Last Operation panel.

Number of Cuts `Wheel`

> During the first step, you can change the number of cuts to create by scrolling `Wheel`, typing a number, or pressing `PageUp` / `PageDown`
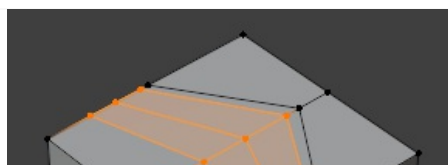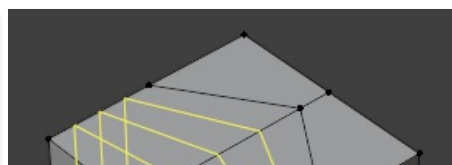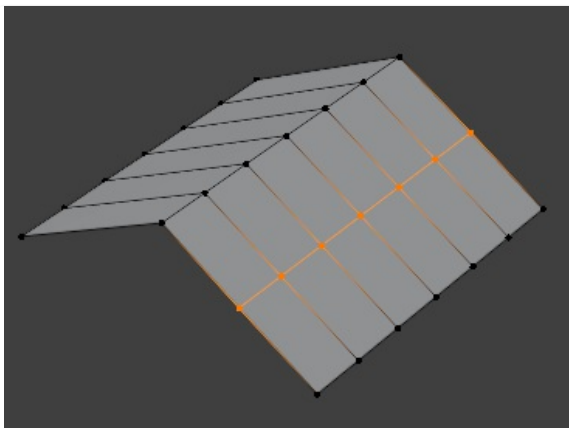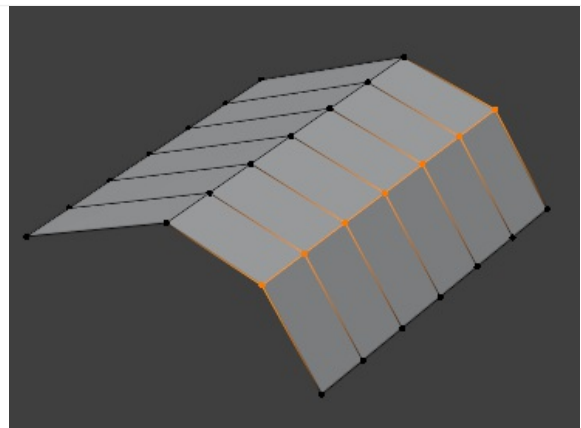
| Preview of multiple edge loops. | Result of using multiple cuts. |

Smoothness

How much to offset the newly created edges along their normals to maintain surface curvature. You can change this in the first step using `Alt – Wheel`, but because the smoothness isn't previewed at that stage, it's typically better to change it afterwards in the *Adjust Last Operation* panel.

| Added edge loop without smoothing. | Same edge loop, but with smoothing value. |

Falloff

Falloff type for *Smoothness*. Changes the shape of the profile.

Factor

Position of the edge loop relative to the surrounding ones.
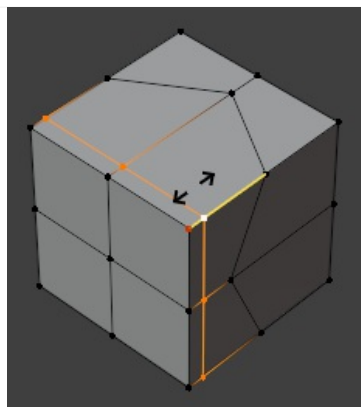
Even `E`

Makes the new edge loop have an even distance to an existing adjacent one (instead of a distance that's proportional to the length of each perpendicular edge it crosses). You can press `E` during the second step to toggle it.
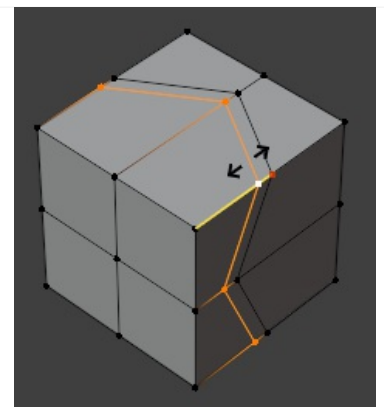
Flipped `F`

Keep an *Even* distance to the other adjacent edge. You can press `F` during the second step to toggle it.
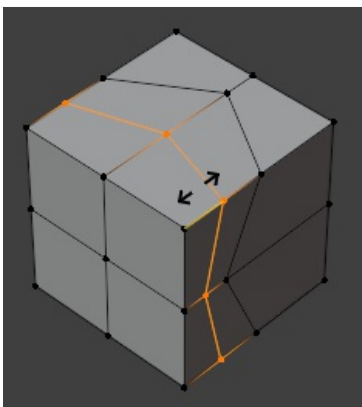
| Cut with *Even* disabled. | Cut with *Even* enabled. The red dot shows the side to which an even distance is kept. | Cut with *Even* and *Flipped* enabled. |

Clamp `C`

When unchecked, the new edge loop can go outside the face loop's boundary edges. You can press `C` or hold `Alt` during the second step to toggle it.

Mirror Editing

When checked, sliding the newly created edges will also slide any existing edges on the other side of the mesh. Mesh Symmetry needs to be enabled for this to work.

Correct UVs

When unchecked, the faces in the UV map will be split uniformly even if the cut was placed off-center on the 3D mesh.