

Reference

Mode:

Edit Mode

Tool:

Toolbar ▶ Knife ▶ Bisect

Menu:

Mesh ▶ Bisect

The Bisect tool is a quick way to cut a mesh in two along a custom plane.

Use **LMB** click and drag to draw cut line. Once the cut is done the [Adjust Last Operation](#) panel gives a few options:

Plane Point, Plane Normal

The plane can be numerically adjusted for precise values.

Fill

Cuts can optionally fill in the holes created, with materials, UV maps, and Color Attributes based on the surrounding geometry.

Clear Inner, Clear Outer

Cuts may remove geometry on one side.

Axis Threshold

Cut along the straight plane or along the existing geometry below the distance from the plane.

Controls

Move **Spacebar**

Changes the location of the line.

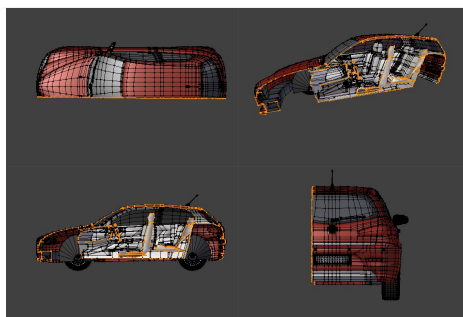
Snap **Ctrl**

Constrains the rotation of the line to 15 degree intervals.

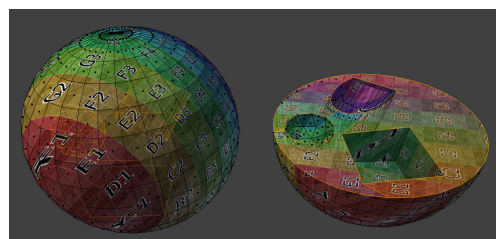
Flip **F**

Changes the side of the line that is the inner/outer side; this option is useful when using *Clear Inner*, *Clear Outer* and/or *Fill*.

Examples



Example of a common use of bisect.



Example of bisect with the fill option enabled.

