Edge Data

Edges can have several different properties that affect how certain other tools affect the mesh.

Edge Crease

Reference	
Mode:	Edit Mode
Menu:	Edge ‣ Edge Crease
Shortcut:	`Shift ‑ E`

This operator interactively sets the Edge Crease amount by moving the mouse (or typing a value with the keyboard). Selecting more than one edge will adjust the mean (average) crease value. A negative value will subtract from the actual crease value, if present. To clear the crease edge property, enter a value of -1.

Edge Bevel Weight

Reference	
Mode:	Edit Mode
Menu:	Edge ‣ Edge Bevel Weight

Sets the value for the `bevel_weight_edge` attribute, a value between (0.0 to 1.0).

This attribute is used by the Bevel Modifier to control the bevel intensity of the edges.

This operator enters an interactive mode (a bit like transform tools), where by moving the mouse (or typing a value with the keyboard) you can set the bevel weight of selected edges. If more than one edge is selected, this operator alters the average weight of the edges.

> See also
>
> Vertex Bevel Weight

Mark/Clear Seam

Reference	
Mode:	Edit Mode
Menu:	Edge ‣ Mark/Clear Seam

These operators set or unset this mark for selected edges. Seams are a way to create separations, "islands", in UV maps. See the UV Mapping section for more details.

Mark/Clear Sharp

Reference	
Mode:	Edit Mode

Menu:
  Edge ‣ Mark/Clear Sharp

Signifies the selected edge(s) as being "sharp". This edge attribute can either be set (mark) or unset (clear).

This influences the rendering of Normals to appear flat if smooth shading is enabled for the connecting face or object. This attribute can also be used by many modifiers or operators to mask their effect.

Internally, this uses the sharp edge attribute.

Set Sharpness by Angle

Reference

Mode:
  Edit Mode
Menu:
  Edge ‣ Set Sharpness by Angle

Sets the sharp edge attribute based on the angle between neighboring faces.

Angle
  Maximum angle between face normals that will be considered as smooth.

Extend
  Add new sharp edges without clearing existing sharp edges.

Mark/Clear Freestyle Edge

Reference

Mode:
  Edit Mode
Menu:
  Edge ‣ Mark/Clear Freestyle Edge

Marks or unmarks the selected edges as requiring Freestyle lines. See Edge Marks.

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