Split

Reference
Mode:
Edit Mode
Menu:
Mesh ‣ Split
Shortcut:
Alt – M

Selection

Reference
Mode:
Edit Mode
Menu:
Mesh ‣ Split ‣ Selection
Shortcut:
Y

Splits (disconnects) the selection from the rest of the mesh. The border edge to any non-selected elements are duplicated.

Note that the "copy" is left exactly at the same position as the original, so you must move it G to see it clearly…

Faces by Edges

Reference
Mode:
Edit Mode
Menu:
Mesh ‣ Split ‣ Faces by Edges

Faces by Edges is similar to the *Rip* tool. When two or more touching interior edges, or a border edge is selected, a hole will be created, and the selecte edges will be duplicated to form the border of the hole.

Selected edges.   Adjacent face moved to reveal hole left by split.
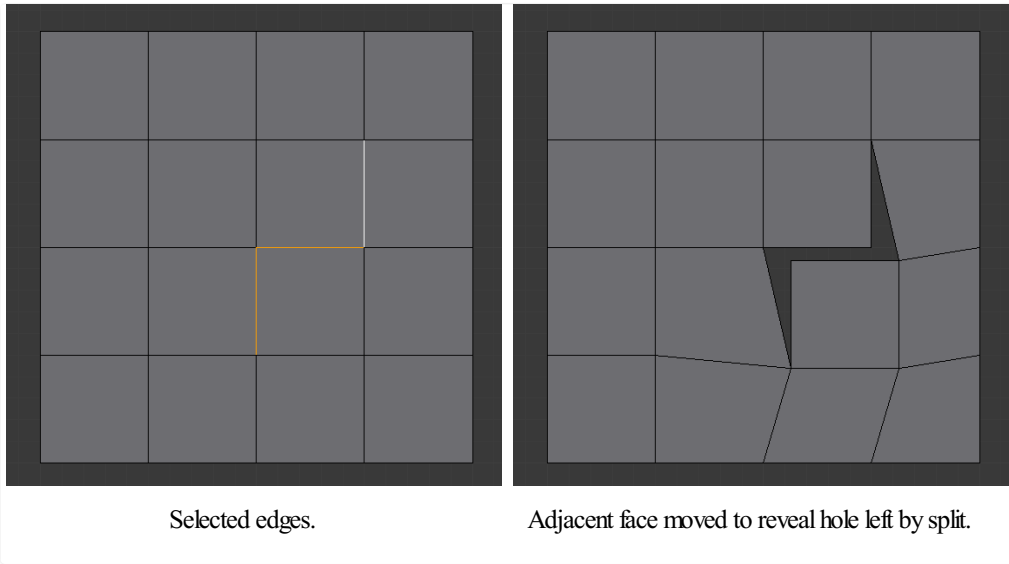
Faces & Edges by Vertices

Faces & Edges by Vertices

Reference
Mode:
Edit Mode
Menu:
Mesh ‣ Split ‣ Faces & Edges by Vertices

Faces & Edges by Vertices is similar to *Faces by Edges* except that it also splits the vertices of the adjacent connecting edges. This has the same functionality as manually ripping all faces and edges away from a vertex.

Before.

After (also moving edges away).

Previous
Merge

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