

Extrude Faces Along Normals

Reference
Mode: Edit Mode
Tool: Toolbar ▸ Extrude Along Normals
Menu: Face ▸ Extrude Faces Along Normals, Mesh ▸ Extrude ▸ Extrude Faces Along Normals
Shortcut: E

Extrusion and offset will be locked in to only move along the local normals of the selected mesh.

Flip Normals

Only the *normals* of the new faces created from the extrusion will be flipped.

Dissolve Orthogonal Edges

Removes and connects edges whose faces form a flat surface and intersect new edges.

Offset

Amount to move geometry along the normals.

Offset Even

The length of the new edges will be uniform.

Proportional Editing

The extruded face will affect nearby geometry. See [Proportional Editing](#) for a full reference.

[Previous](#)
[Extrude Faces](#)

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