

Bridge Edge Loops

Reference

Mode:

Edit Mode

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Bridge Edge Loops connects multiple edge loops with faces.

Connect Loops

Open Loop:

Loops connected with open ends.

Closed Loop:

Tries to connect to a circular loop (where the start and end are merged).

Loop Pairs:

Connects each even count of loops individually.

Merge

Merges edge loops rather than creating a new face.

Merge Factor

Which edge loop the edges are merged to, a value of 0.5 will merge at a half-way point.

Twist

Determines which vertices in both loops are connected to each other.

Number of Cuts

The number of intermediate edge loops used to bridge the distance between two loops.

Interpolation

Linear, Blend Path, Blend Surface

Smoothness

Smoothness of the *Blend Path* and *Blend Surface*.

Profile Factor

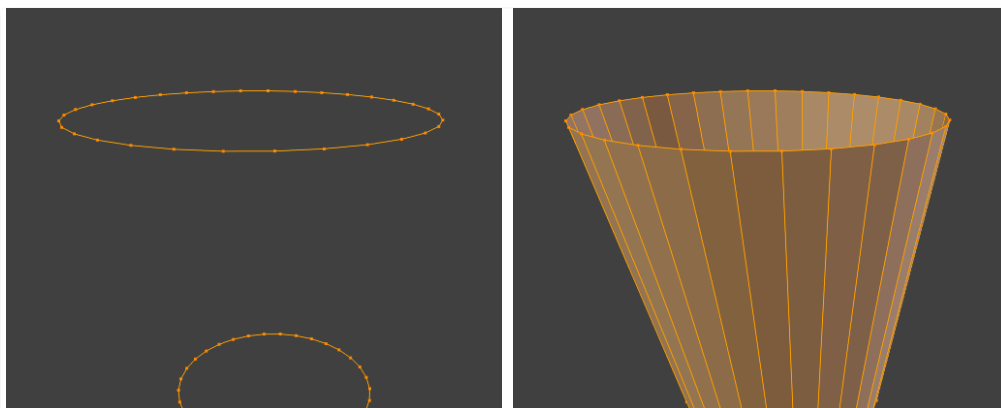
How much intermediary new edges are shrunk/expanded.

Profile Shape

The shape of the new edges. See the [Proportional Editing](#) page for a description of each option.

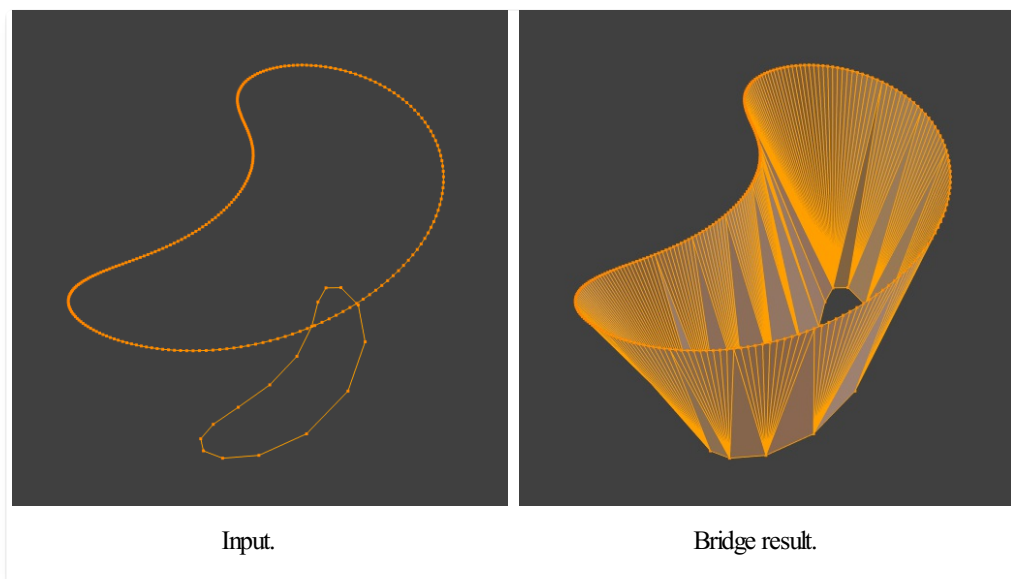
Examples

Simple example showing two closed edge loops.

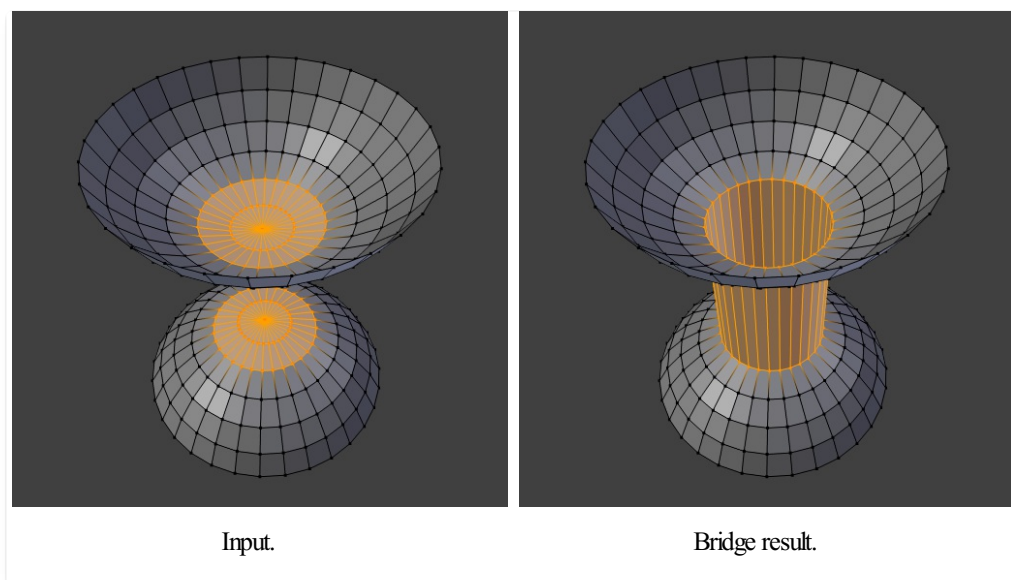




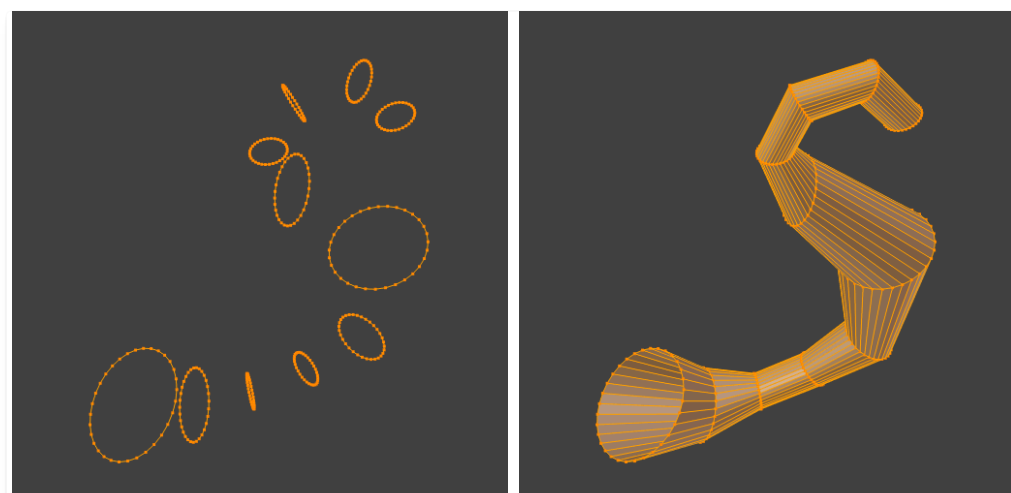
Example of the Bridge tool between edge loops with different numbers of vertices.



Example using the Bridge tool to cut holes in face selections and connect them.

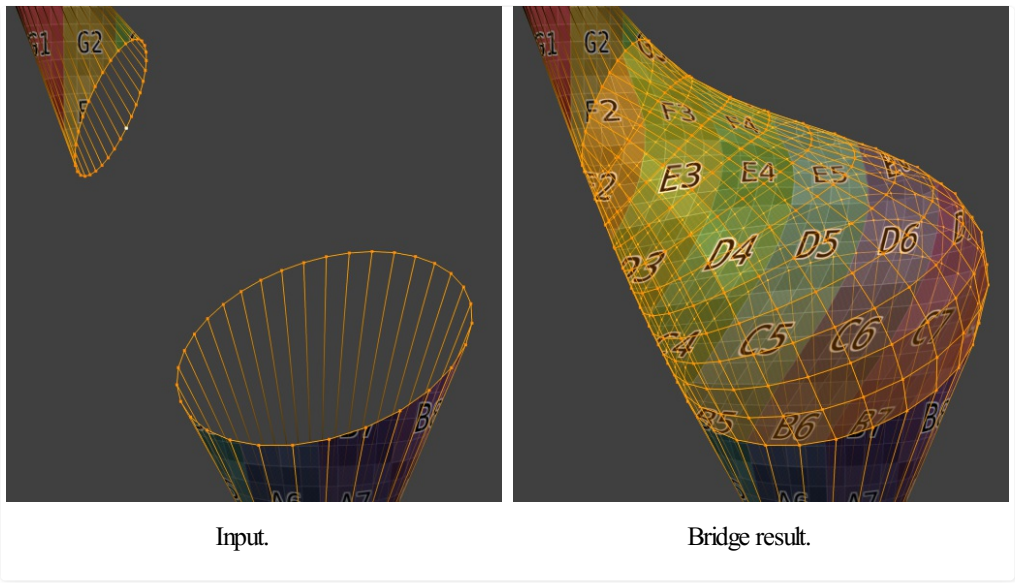


Example showing how Bridge tool can detect multiple loops and connect them in one step.



Input.	Bridge result.
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Example of the subdivision option and surface blending with UVs.



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