

Extrude

Reference
Mode: <div>Edit Mode</div>
Menu: <div>Mesh ▸ Extrude</div>
Shortcut: <div>Alt + E</div>

This operators shown in this menu are dependent of what part of a mesh is currently selected. Many of the operators are also available in the [Vertex](#), [Edge](#), and [Face](#) menus.

Extrude Faces

Available when a [Face](#) is selected.

See [Extrude Faces](#).

Extrude Faces Along Normals

Available when a [Face](#) is selected.

See [Extrude Faces Along Normals](#).

Extrude Individual Faces

Available when a [Face](#) is selected.

See [Extrude Individual Faces](#).

Extrude Manifold

Available when a [Face](#) is selected.

See [Extrude Manifold](#).

Extrude Edges

Available when a [Edge](#) is selected.

See [Extrude Edges](#).

Extrude Vertices

Available when a [Vertex](#) is selected.

See [Extrude Vertices](#).

Extrude Repeat

Reference
Mode: <div>Edit Mode</div>
Menu: <div>Mesh ▸ Extrude ▸ Repeat</div>

This tool behaves similar to the [Array Modifier](#), by extruding the selection along the Z axis of the view. If the selection is not [Manifold](#) it's extruded the specified number of times.

Offset X, Y, Z

Distance between the instances.

Steps

Number of instances.

Scale Offset

Multiplication factor to increase or decrease the offset.

Spin

See [Spin](#).

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[Duplicate](#)

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