

# Rip Vertices

## Reference

**Mode:**

Edit Mode

**Menu:**

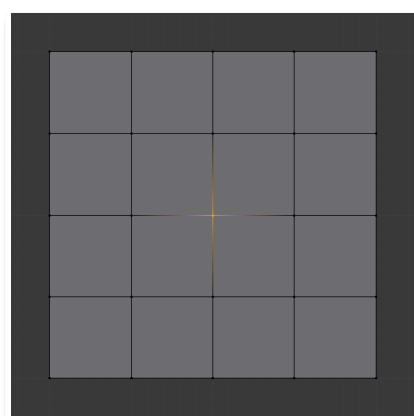
Vertex ▸ Rip Vertices

**Shortcut:**

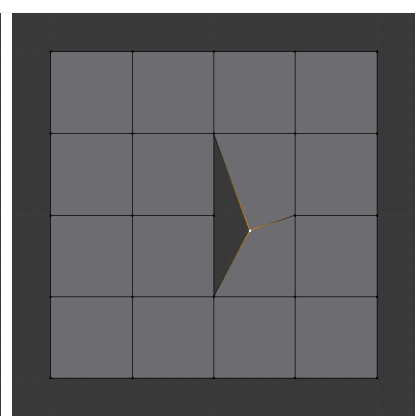
V

Rip creates a “hole” in the mesh by making a copy of selected vertices and edges, still linked to the neighboring non-selected vertices, so that the new edges are borders of the faces on one side, and the old ones, borders of the faces on the other side of the rip.

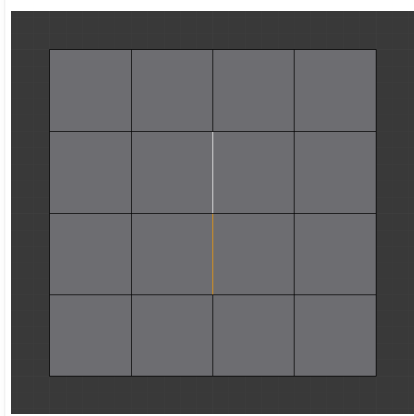
## Examples



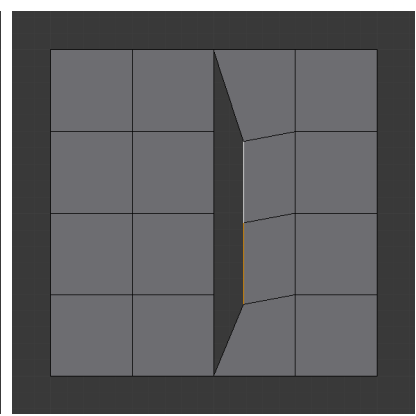
Selected vertex.



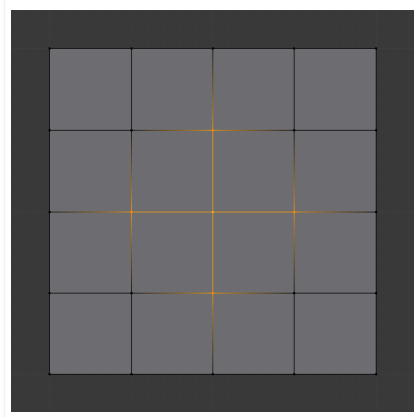
Hole created after using rip on vertex.



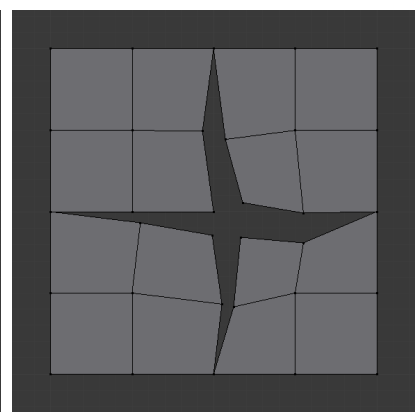
Edges selected.



Result of rip with edge selection.



A complex selection of vertices.



Result of rip operation.

## Limitations

Rip will only work when edges and/or vertices are selected. Using the tool when a face is selected (explicitly or implicitly), will return an error message *“Cannot perform ripping with faces selected this way”*. If your selection includes edges or vertices that are not “between” two faces [Manifold](#), it will also fail with the message *“No proper selection or faces include”*.

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