

Reference

Mode:

Edit Mode

Tool:

Toolbar ► Poly Build

Poly Build combines several mesh editing tools into one, letting you work more quickly. It's especially useful for retopology.

Tool Settings

Create Quads

When creating a new triangle that shares an edge with an existing one, automatically [dissolves](#) this edge so you're left with a quad.

Controls

Adding Geometry **Ctrl** - **LMB**

Creates a new vertex at the mouse cursor, then creates a triangle using this new vertex and the nearest existing edge. If the existing edge already has two neighboring faces, instead creates a new edge using the new vertex and the nearest existing vertex. Holding **Ctrl** will preview the result in blue.

Deleting Geometry **Shift** - **LMB**

Dissolves the vertex/deletes the face under the mouse cursor. Holding **Shift** will highlight the target element in red.

Moving Vertices **LMB**

You can move a vertex by dragging it.

Extruding Edges **LMB**

You can [extrude](#) an edge into a quad by dragging it.

Tip

It is useful to enable [Snapping](#) and [Auto Merge](#) while tweaking vertices to combine them.

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