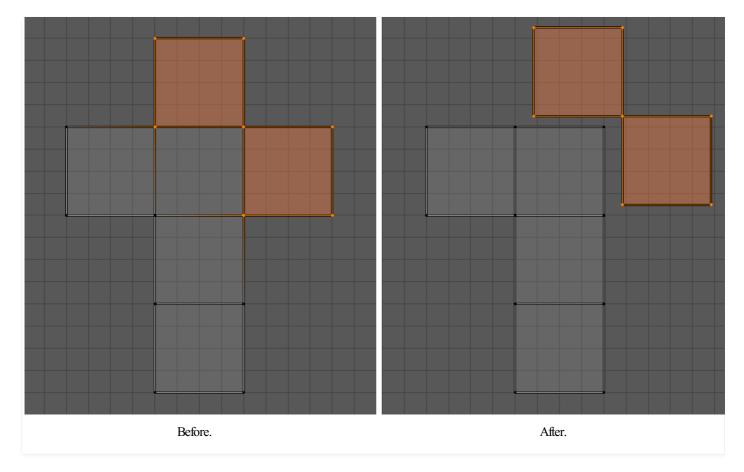
Skip to content **Rip**

| Reference | |
|---------------|--|
| Mode: | |
| Edit Mode | |
| Tool: | |
| Toolbar • Rip | |
| Shortcut: | |
| V | |
| | |

The Rip tool separates UV components (vertices, edges, faces) from connected components. The components are ripped in the direction of the mouse pointer position.



| See also | | |
|-----------------------------|--|--|
| Mesh editing Rip operation. | | |

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