

Rip Vertices and Extend

Reference
<p>Mode:</p> <p> Edit Mode</p> <p>Menu:</p> <p> Vertex ▸ Rip Vertices and Extend</p> <p>Shortcut:</p> <p> Alt + D</p>

This tool takes any number of selected vertices and duplicate-drags them along the closest edge to the mouse. When extending an edge loop, it extends the loop by one vertex at the endpoints of the loop. The behavior is similar to the *Extrude* tool, but it creates an n-gon.

It helps to easily add details to existing edges.

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