Rip

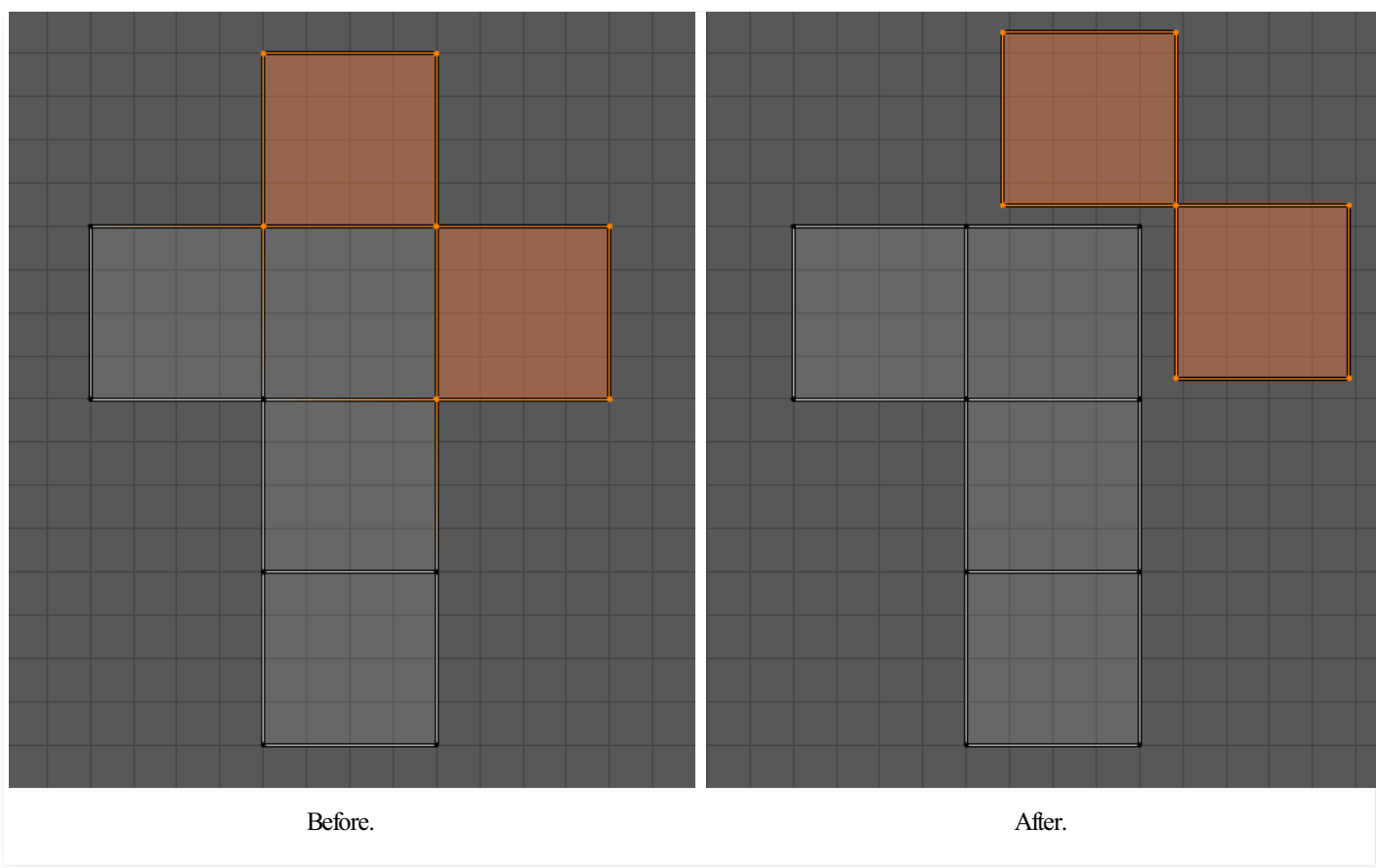| Reference |
| --- |

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.

Before.

After.

See also

Mesh editing Rip operation.

View Source
View Translation
Report issue on this page