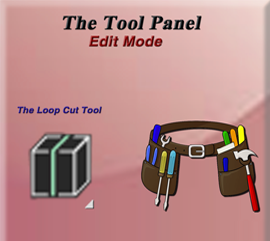
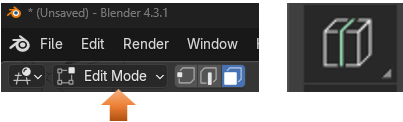
The Loop Cut Tool



# The Loop Cut Button

Ok, well again you do not actually see or have access to this tool unless you are in Edit mode. So, remember, Edit Mode first then Loop Cut tool.



# The Difference between Sub Divide and Loop Cut

Ok, so some people might be asking, “Why would I need a loop cut? Why wouldn’t I just use the sub divide right click option in Edit mode and call it a day?”

The loop cut tool allows you to customize your cuts more precisely to where you actually want them to fall, whereas the Subdivide option will simply slice everything up into uniform pieces. So, it just depends on what you need done, and what will work best for your own needs.

# Loop cut Button Verses the Hot Key

You have two options to creating these loop cuts. One is to use the Loop Cut Button on the left side of the screen inside of the Tool panel. The other one is to use ctrl-r as a hot key to execute the cut. They both will act a bit differently when trying to fine tune things after wards though.

With the tool box button, you will rely on the Last operation dialog box that will show up at the bottom of the screen before you click off of the object, signally to Blender that you have completed the operation and you are done with the tool.

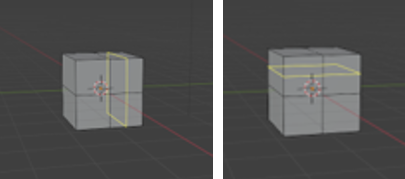
When you use the hot key of ctrl-r, you can use the middle mouse wheel to increase or decrease the loop cuts, and the left mouse button to move the loop cuts up or down across the face of the object. So, don’t get confused with these differences when uses the two different methods to perform this task.

# How to Use the Loop Cut Tool

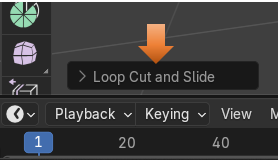
As you already know, you can start this tool by either the tool button or the hot key. But what do I do after that?

# Using the Loop Cut Tool from the Tool box

When you first start using this tool, you will notice this yellow loop, flipping around the object. When you click on different edges, you will notice that the loop will arrange itself in different directions.

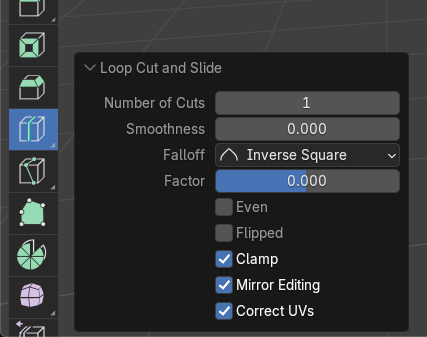


Just find the direction that you want the loop to go in, and then just click once, you will notice the Loop Cut and Slide dialog box, which is your last operation dialog box.



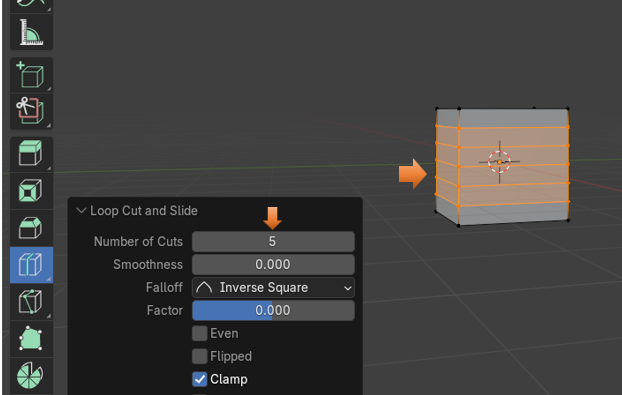
Click on that little arrow to open up the dialog box and get to the different options for this tool. Just remember, if you click again off of the object, this dialog will disappear, never to show itself again.

You can change the number of cuts from here. You can also adjust the smoothness, change how the loop cuts will behave by changing the Fall off, and The Factor will slide the loop cut along the face of the object.



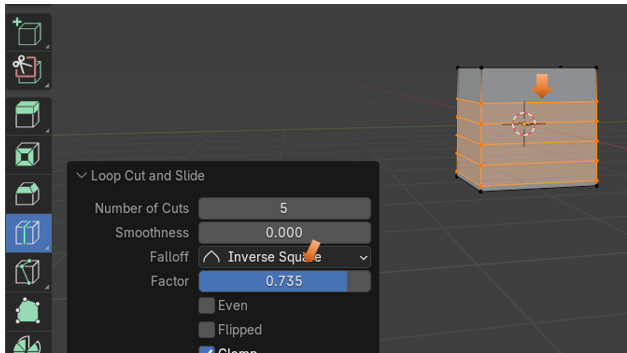
# Number of Cuts Option

Here I changed the number of cuts to be 5.

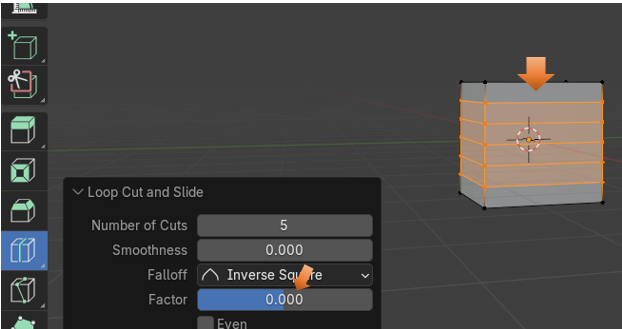


# Factor Option

If you slide the blue slider on the Factor option, you will see the loop cuts move.

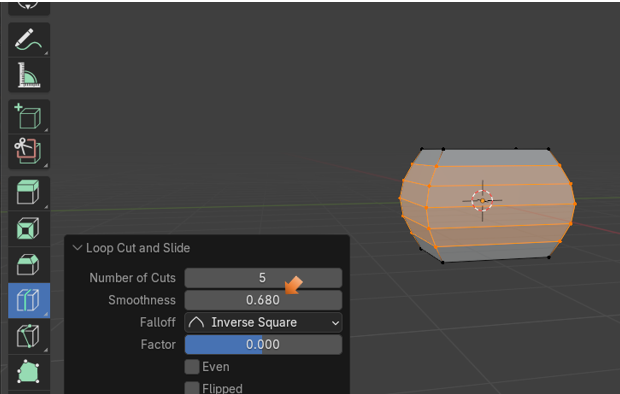


Setting the Factor setting back to 0 will center the Loop cuts inside of the face of the cube again.

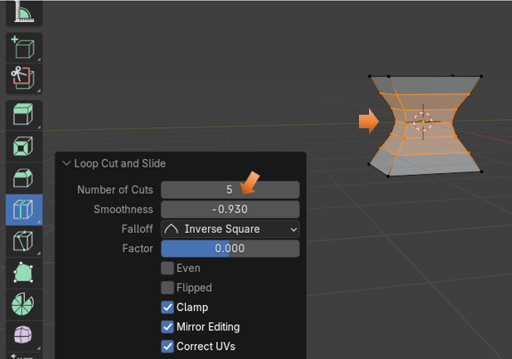


# Smoothness Option

This is what happens if I move the slider up on the Smoothness Option.



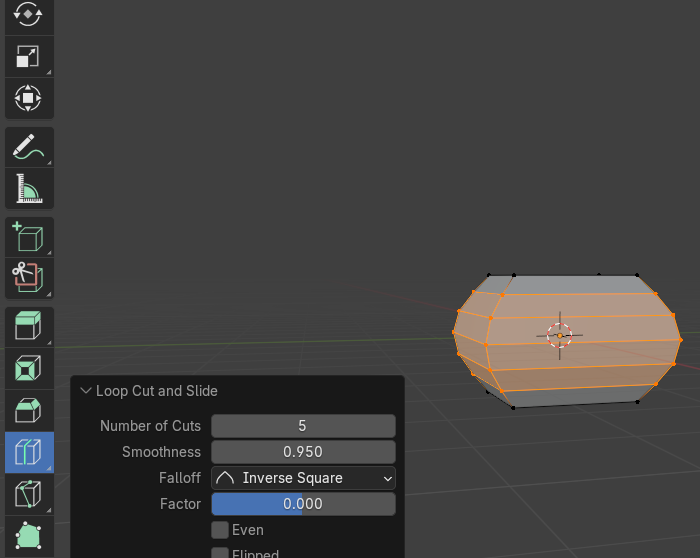
This is what happens if you set the Smoothness to a negative number



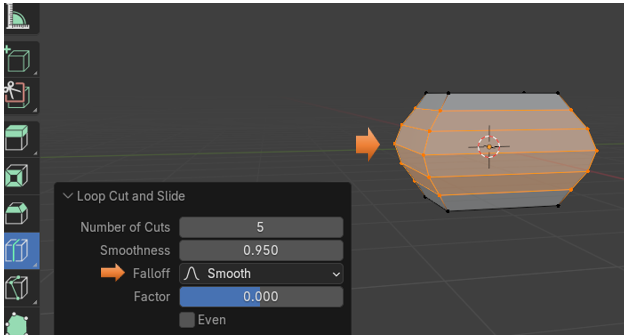
# Falloff

By default, the Falloff is an Inverse Square, but if you use the Smoothness option with the Falloff Option you can get the look of the cube to do different things.

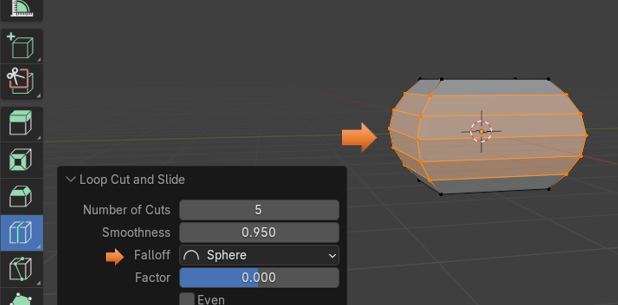
Inverse



Smooth



Sphere



Root