The Loop Cut Tool

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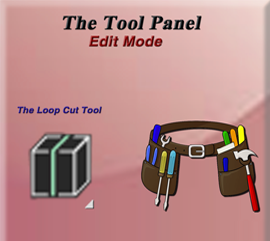
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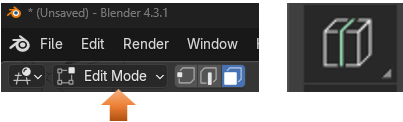
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# The Loop Cut Button

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.

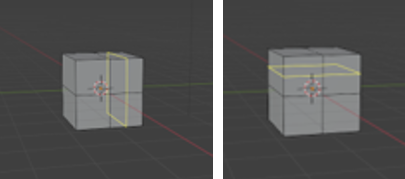
When you use the hot key of ctrl-r, you can use the middle mouse wheel to increase or decrease the loop cuts, and the left mouse button to move the loop cuts up or down across the face of the object. So, don’t get confused with these differences when uses the two different methods to perform this task.

# How to Use the Loop Cut Tool

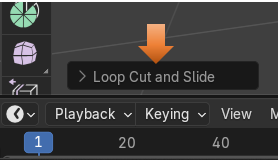
As you already know, you can start this tool by either the tool button or the hot key. But what do I do after that?

# 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.

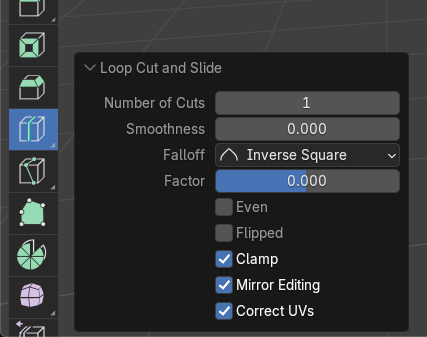


Just find the direction that you want the loop to go in, and then just click once, you will notice the Loop Cut and Slide dialog box, which is your last operation dialog box.



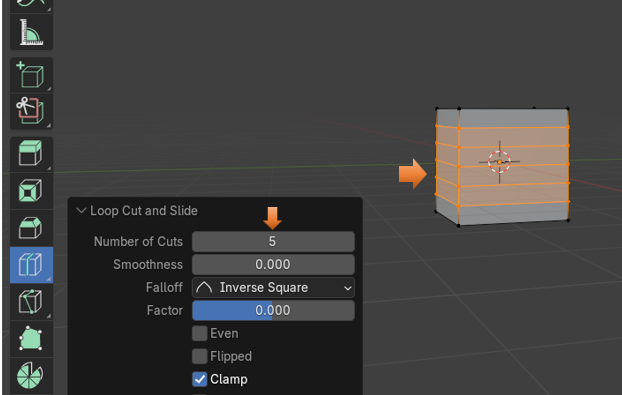
Click on that little arrow to open up the dialog box and get to the different options for this tool. Just remember, if you click again off of the object, this dialog will disappear, never to show itself again.

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.



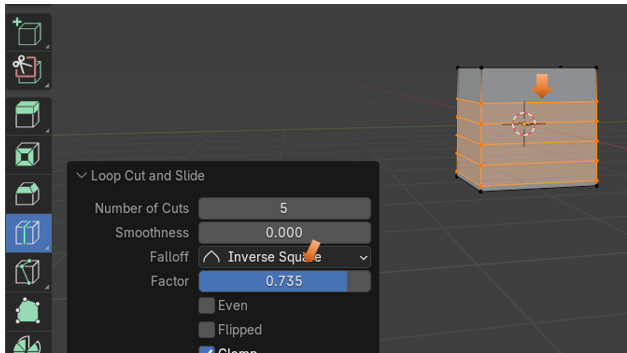
# Number of Cuts Option

Here I changed the number of cuts to be 5.

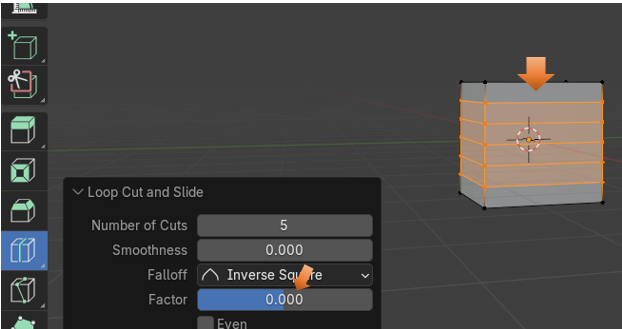


# Factor Option

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

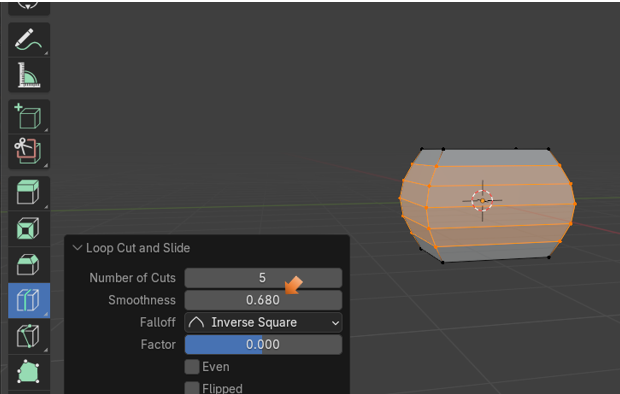


Setting the Factor setting back to 0 will center the Loop cuts inside of the face of the cube again.

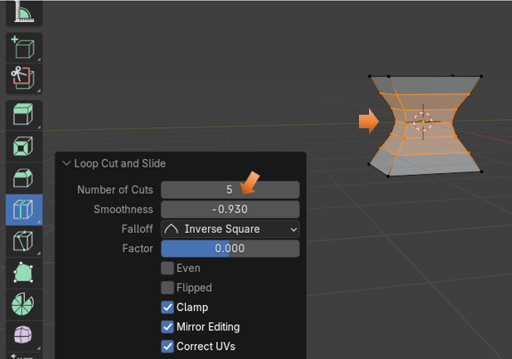


# Smoothness Option

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



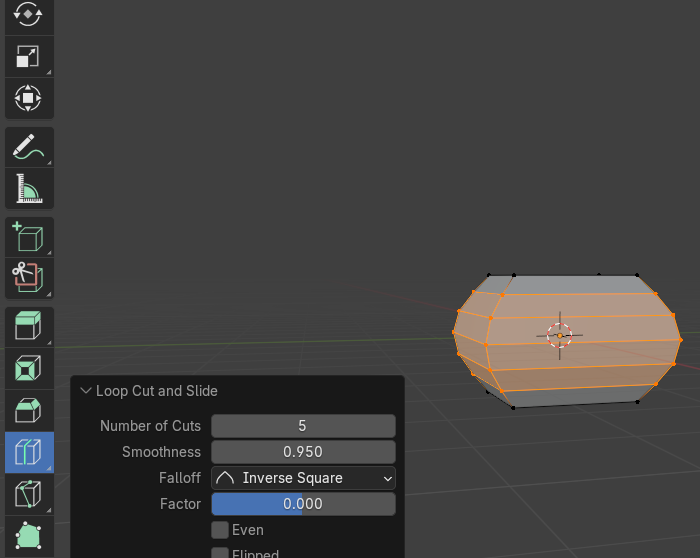
This is what happens if you set the Smoothness to a negative number



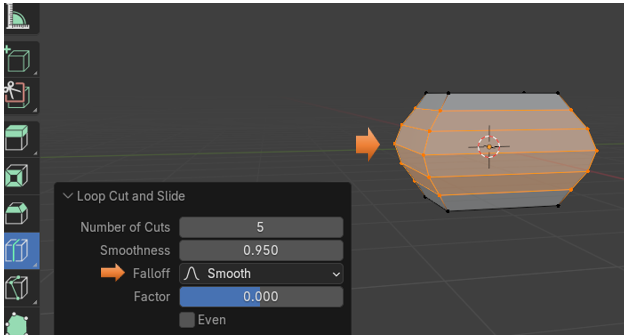
# Falloff

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.

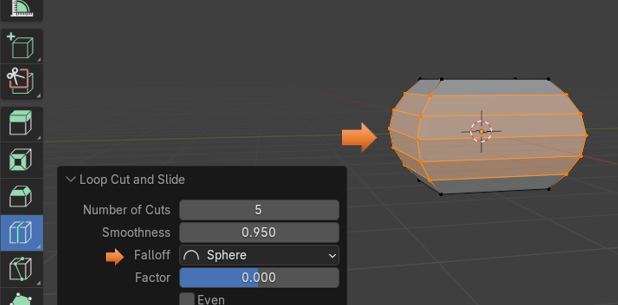
Inverse



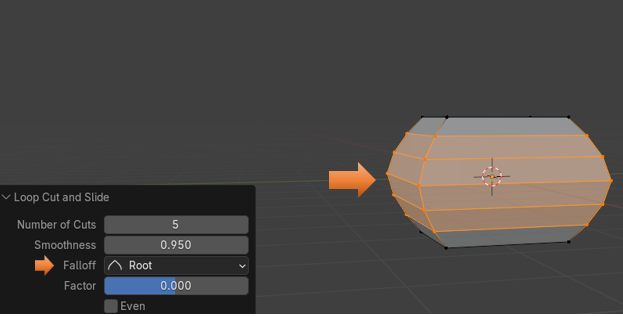
Smooth



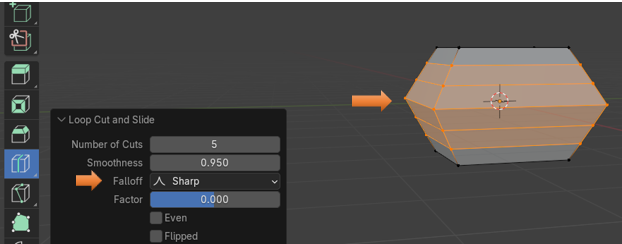
Sphere



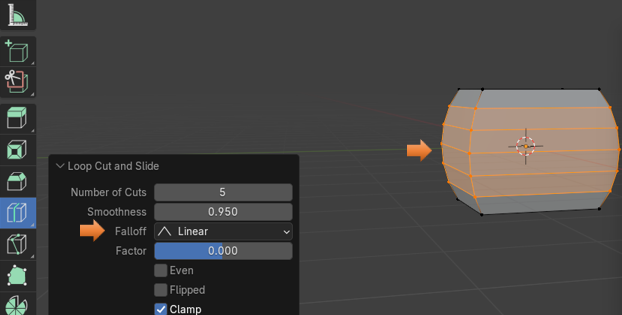
Root



Sharp



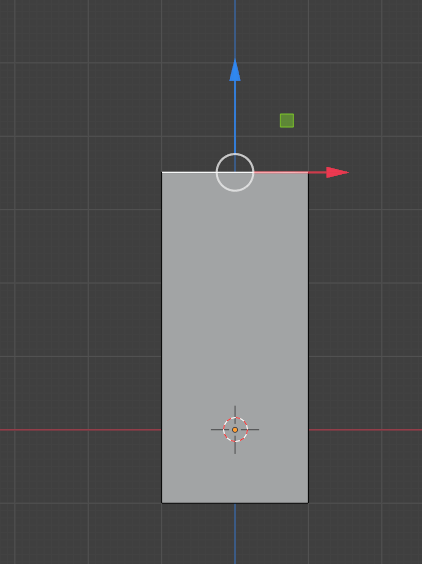
Linear



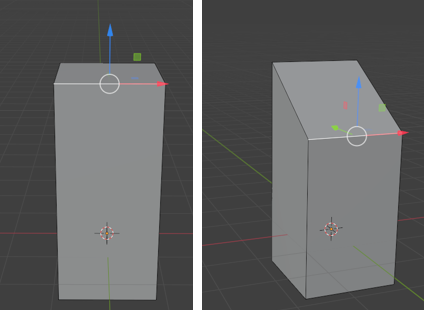
# The Even Check Box

Another interesting aspect of this Loop Cut and Slide dialog box is the check box where it says Even. The thing is on a regular cube you would never see the effects of this box, because the shape of this object causes all the loop cuts to be even.

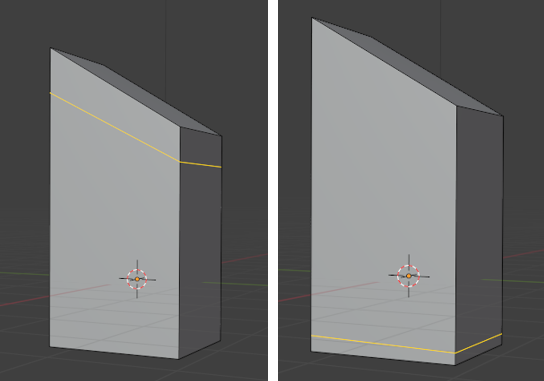
So, we would need to do something like bevel one side of this cube to see how this Even check box actually works. Here I took a cube pulled the top face upward with the move tool.



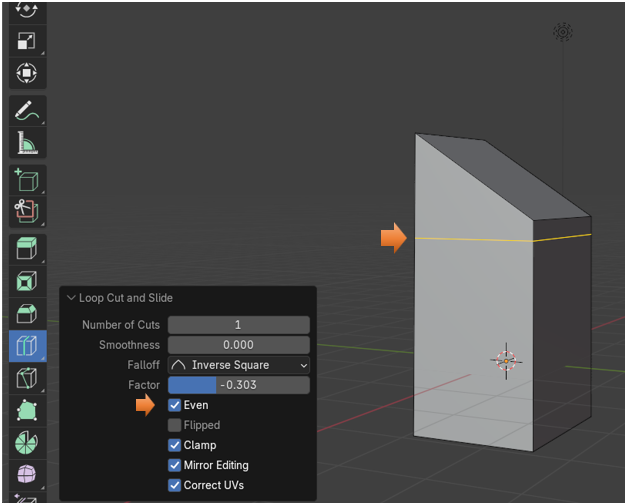
Now take the move tool, and in edge mode we want to select that front top edge and move it down. Do not bevel this edge, as beveling will create extra geometry and this trick will not work.



Now ctrl-r to create a loop cut around it, click once to enter slide mode and slide it upward. You will see that our edge loop want to follow the edge of that top slanted edge. You will see the farther we slide the loop down the more it will try to meet the slant of the bottom edge.

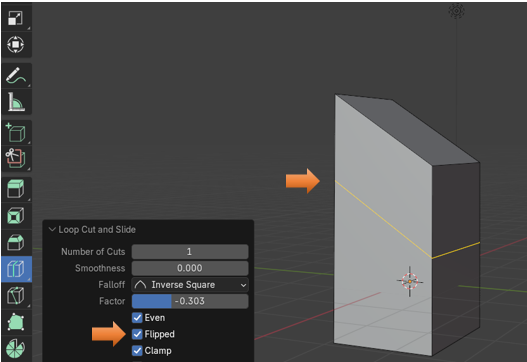


But you may not want this to slant at all. This is where the check box of Even, comes in. If we check the Even check box while making this loop cut.



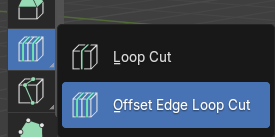
# Flipped Check Box Option

If you use the Flipped check box, it will flip the edge loop. Here I just used the edge loop that was illustrated above, checked the Flipped box and it now looks like this.



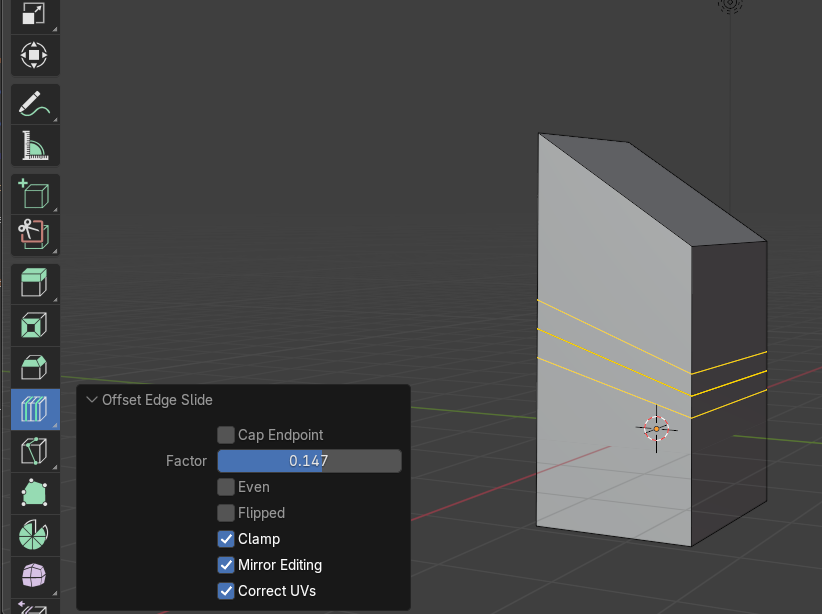
# Off Set Edge Loop cut Tool

This tool, might not be used as much because the same sort of thing could be done just by using the bevel tool. All this does is to create 2 new edge loops, one on each side of the existing edge loop like this.



First Make your loop cut, and with the loop cut still highlighted in yellow, select the Off Set Edge Loop Cut tool. Pull upward with your mouse to create the two edge loops around the middle loop.

You will see, you do have the Offset Edge Slide dialog box jump up at the bottom and you can use the Factor slider to put the loop cuts where you want them.



Checking the Even Box here, will just space all of these edge loops evenly apart from one another.

