Write Up

This week, we will be taking a look at the Loop Cut tool in the Edit mode, inside of the Blender 3D Modeling application. This tool is used to create additional edge loops. You could use sub divide, but using the sub division method creates unified quad sections within your object. If you want more control over how many, or where your edge loops are placed, you are going to want to use the Loop Cut tool. You will soon find that this tool is one of your most essential tools inside of your edit mode tool box.

So, if you would like to learn more about using this tool, then please join us for this week’s brand-new article entitled:

# The Loop Cut Tool