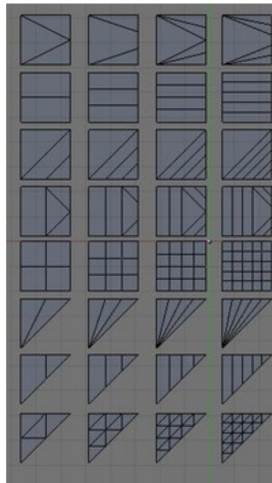


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Subdivide Core

The edge based subdivide core looks at each selected edge and performs the specified number of cuts on that edge. Then, each face is examined for cut edges and is filled with the appropriate pattern, based on how many edges were cut and whether the face was a tri or quad.

There are 8 basic cut types. Here they are shown in each column, with cut numbers from 1 to 4.



Loopcut

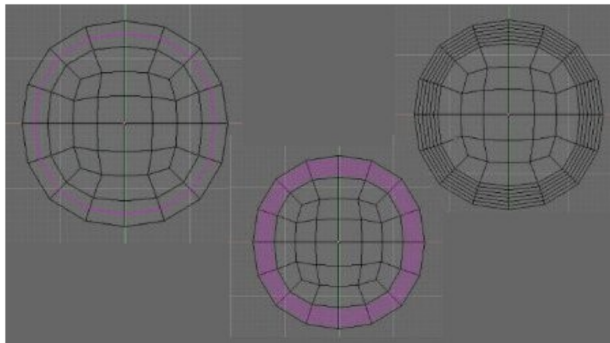
This is the workflow for new loopcut tool

Enter Selection Preview Mode by holding the mouse over a mesh edge and pressing Ctrl-R.

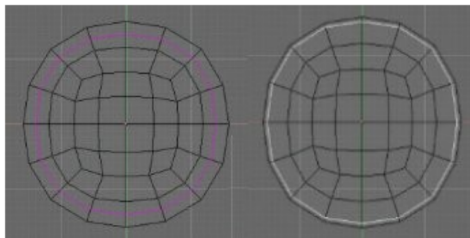
To choose the number of cuts, use keypad +/-, the mouse scroll wheel, or simply type a number.

Click LMB to make the cuts.

If you only made a single cut, you can slide the new edgeloop in Edgeslide mode, clicking LMB again to confirm the final position.



The workflow for multi-loop cut.



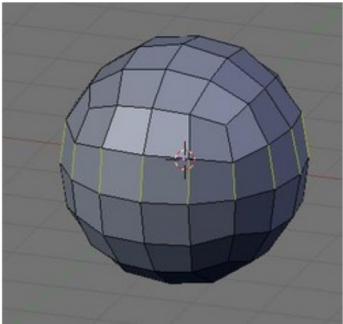
The workflow for single loop cut, followed by edgeloop.

Delete Edgeloop

When an edgeloop is selected, pressing X (delete) brings up a menu. Choose "Edge Loop" from this menu to remove the edgeloop and merge the surrounding loops.

Edge Ring Select

The updated subdivided tools also include support for edge ring selection. Select an edge ring by clicking with CTRL-ALT-RMB on an edge. Using edge based subdivide on an edge ring is the same as making a loopcut.

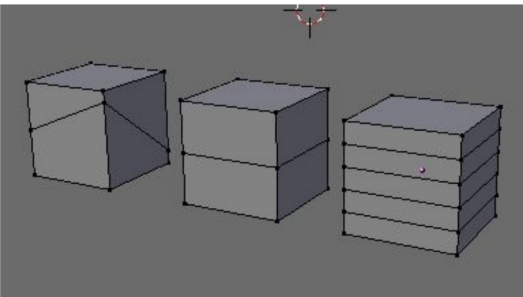


Edgeslide

Slide a selected edge or edgeloop along its perpendicular edges. Technically, this is not related to subdivide, but will be very handy in conjunction with the Loopcut tool. Activiated by selecting an edge or edgeloop and pressing CTRL-E, then choosing EdgeSlide from the menu.

Knife Tool

The knife tool has been updated to work with the new subdivide code, allowing for cleaner cuts and the ability to do make multiple cuts with one action. Select the edges to be cut and press K-KEY to access the menu for the knife tool.



A cube that has been cut with the knife tool using the new subdivide core, showing Exact, Midpoints and Multicut modes.

More Information

See this wiki page for information about bugs and the future direction of these tools:

wiki.blender.org/bin/view.pl/Blenderdev/EdgeSubdivision

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