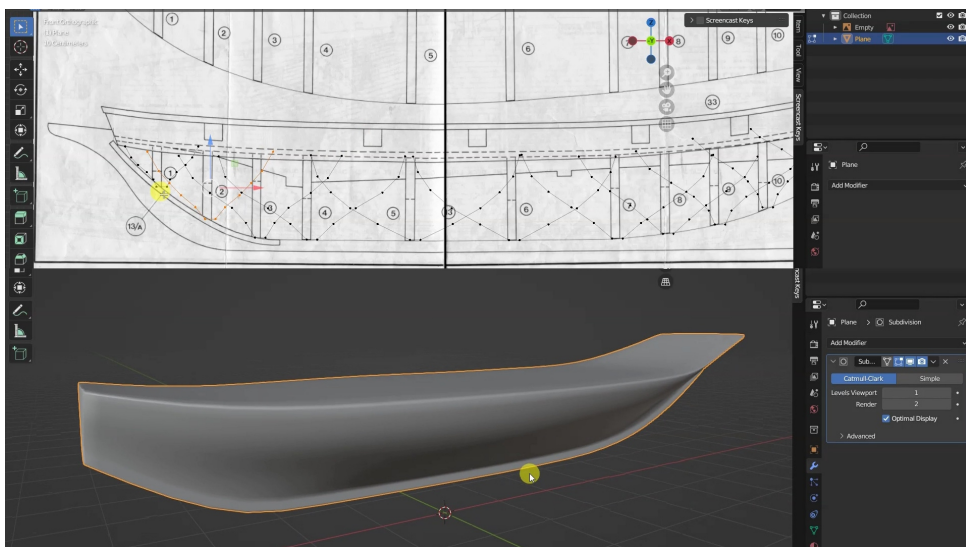


This PDF is available for free; feel free to share it!

[Subscribe to my YT channel](#) & turn on notifications to get updates on new videos!



In a previously published video tutorial, I showed you **how to create curved elements by connecting two profiles** in Edit Mode using the **Bridge Edge Loops** tool and the **Number of Cuts** parameter.

The Bridge Edge Loops operator can also be used on **more than two profiles** or sections at once. In these cases, the operator will **connect the geometries** based on their proximity to each other.

Please note that you can select a sequence of edges by clicking on an edge while holding down the ALT key. To make a **multiple selection of loops** or sequences of edges, press SHIFT and ALT while clicking on the various edges.

Connections should be made between geometries of the same object, in Edit mode, and **can involve sections and profiles with different numbers of vertices**. This allows you to transition between different shapes.

This technique is known in other software as **Lofting or Skinning** because it can be used not only for connections between elements but also for creating coverings. You can use this technique to create, for example, **the hull of a ship** if you have the profiles available.

I recommend looking for **model ship plans**, as they often provide hull **sections** to which you can then apply strips to create the planking. You can then trace those profiles onto **a single geometry in Edit Mode**, use the plans to space them correctly, and use Bridge to obtain an initial version of the hull.