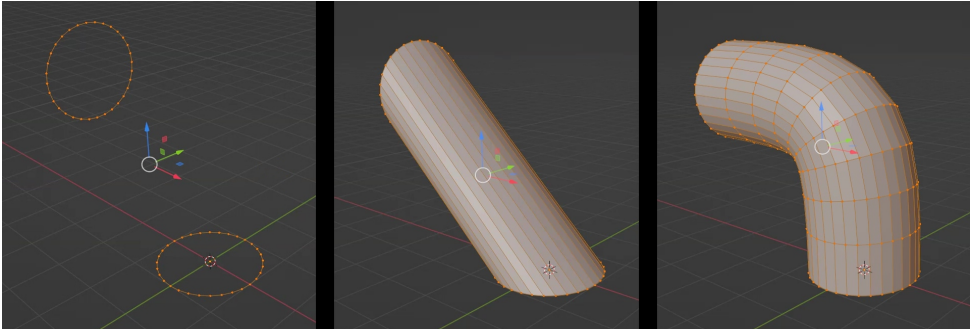


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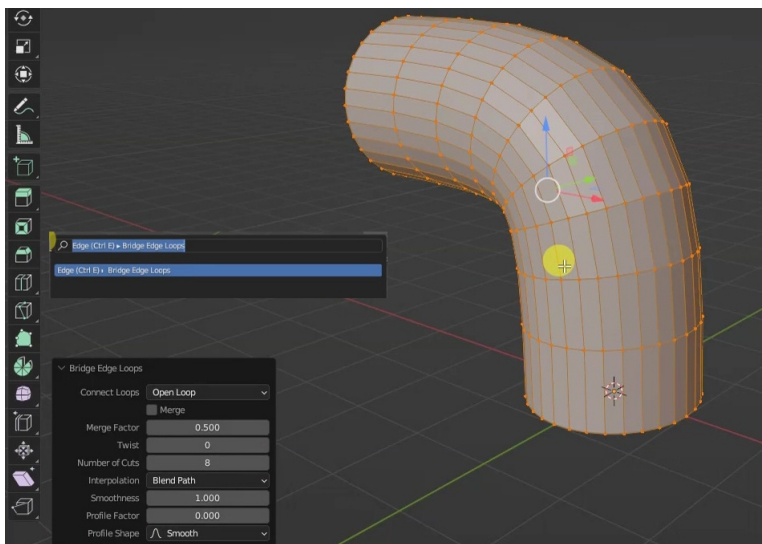
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In Blender, there are several ways to achieve a goal.

If you need to connect two profiles with a curved path, you can choose from different solutions, but perhaps the simplest one is what I'm about to show you.

It's enough to have **two edge loops** available, **select both** of them, and use the **Bridge Edge Loops** operator, paying particular attention to increasing **the value of the Number of Cuts** parameter in the operator's tab.



The operator's tab is available immediately after applying the operator and should be opened before performing any other operation; otherwise, it will disappear, and you won't be able to modify the parameter of interest unless you redo the operation from the beginning.

This tool can be used with **different profiles**, not necessarily circular ones.

The two profiles do **not** necessarily have to have **the same number of vertices**, but obviously, in this case, the operator will also create triangular faces, and in general, the final shape may present some issues.

I remind you that - as it happens with most of my tutorials - the text version of this videotutorial is available for free download at the link provided in the description.