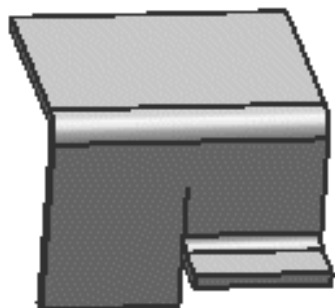




Edge Rip overview

Overview

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Use **Edge Rip** when you want to rip along corner edges, for example when converting a solid model to a sheet metal part. **Edge Rip** can also be used any time you need to separate two parts of a model so that they can act independently. Use this command if you want your edges ripped as a separate activity, rather than as part of the [Convert to Sheetmetal](#) process.

An additional feature of **Edge Rip** lets you rip along a linear sketch. You could use this capability, for example, to separate two parts of a flange and bend one of them.

Where do I find it?

Application	NX Sheet Metal
Toolbar	NX Sheet Metal→Convert list  →Edge Rip
Menu	Insert→Convert→Edge Rip



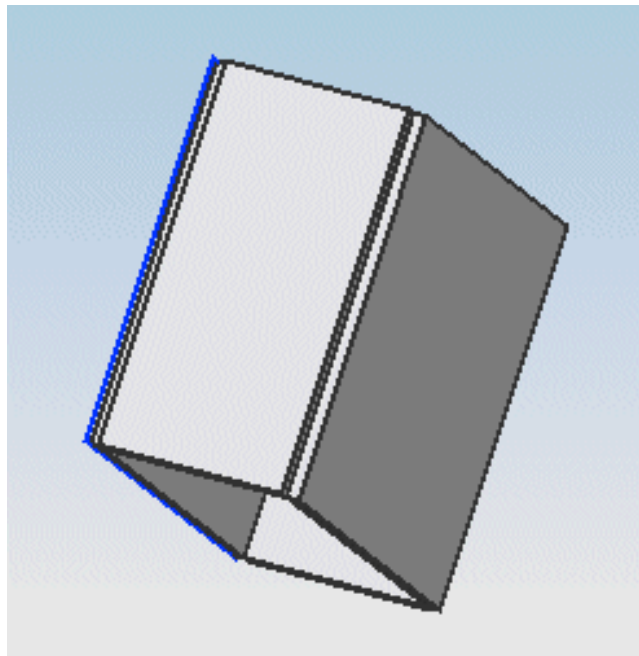
Rip an edge

[Overview](#)

How To

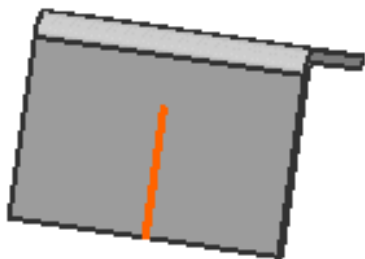
To rip the edges on a part:

1. Click **Edge Rip** 
2. Select the edges you want to rip.
3. Click **OK** to complete the operation.

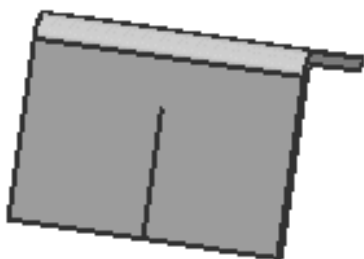


To rip along a linear sketch:

1. Click **Edge Rip** .
2. Select an existing section or sketch one on the face of a part.
3. When prompted for the **Section**, select the line you sketched, as shown.



4. Click **OK** to rip along the line.



You can now treat the two parts of the flange as separate surfaces, for example by creating a bend along one section of the original flange.

