Shrinkwrap Type Items

NEAREST_SURFACEPOINT:

Nearest Surface Point.

Shrink the mesh to the nearest target surface.

PROJECT:

Project.

Shrink the mesh to the nearest target surface along a given axis.

NEAREST_VERTEX:

Nearest Vertex.

Shrink the mesh to the nearest target vertex.

TARGET_PROJECT:

Target Normal Project.

Shrink the mesh to the nearest target surface along the interpolated vertex normals of the target.