Modifier Shrinkwrap Mode Items

ON_SURFACE:

On Surface.

The point is constrained to the surface of the target object, with distance offset towards the original point location.

INSIDE:

Inside.

The point is constrained to be inside the target object.

OUTSIDE:

Outside.

The point is constrained to be outside the target object.

OUTSIDE_SURFACE:

Outside Surface.

The point is constrained to the surface of the target object, with distance offset always to the outside, towards or away from the original location.

ABOVE_SURFACE:

Above Surface.

The point is constrained to the surface of the target object, with distance offset applied exactly along the target normal.

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