

Dt Method Vertex Items

TOPOLOGY:

Topology.

Copy from identical topology meshes.

NEAREST:

Nearest Vertex.

Copy from closest vertex.

EDGE_NEAREST:

Nearest Edge Vertex.

Copy from closest vertex of closest edge.

EDGEINTERP_NEAREST:

Nearest Edge Interpolated.

Copy from interpolated values of vertices from closest point on closest edge.

POLY_NEAREST:

Nearest Face Vertex.

Copy from closest vertex of closest face.

POLYINTERP_NEAREST:

Nearest Face Interpolated.

Copy from interpolated values of vertices from closest point on closest face.

POLYINTERP_VNORPROJ:

Projected Face Interpolated.

Copy from interpolated values of vertices from point on closest face hit by normal-projection.