

# Subdivision Uv Smooth Items

## NONE:

None.

UVs are not smoothed, boundaries are kept sharp.

## PRESERVE\_CORNERS:

Keep Corners.

UVs are smoothed, corners on discontinuous boundary are kept sharp.

## PRESERVE\_CORNERS\_AND\_JUNCTIONS:

Keep Corners, Junctions.

UVs are smoothed, corners on discontinuous boundary and junctions of 3 or more regions are kept sharp.

## PRESERVE\_CORNERS\_JUNCTIONS\_AND\_CONCAVE:

Keep Corners, Junctions, Concave.

UVs are smoothed, corners on discontinuous boundary, junctions of 3 or more regions and darts and concave corners are kept sharp.

## PRESERVE\_BOUNDARIES:

Keep Boundaries.

UVs are smoothed, boundaries are kept sharp.

## SMOOTH\_ALL:

All.

UVs and boundaries are smoothed.