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# 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.

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