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Dt Method Poly Items

TOPOLOGY:

Topology.

Copy from identical topology meshes.

NEAREST:

Nearest Face.

Copy from nearest face (using center points).

NORMAL:

Best Normal-Matching.

Copy from source face which normal is the closest to destination one.

POLYINTERP_PNORPROJ:

Projected Face Interpolated.

Interpolate all source polygons intersected by the projection of destination one along its own normal.

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