Skip to content 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.

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Subdivision Boundary Smooth Iter