Dt Method Loop Items

TOPOLOGY:

Topology.

Copy from identical topology meshes.

NEAREST_NORMAL:

Nearest Corner and Best Matching Normal.

Copy from nearest corner which has the best matching normal.

NEAREST_POLYNOR:

Nearest Corner and Best Matching Face Normal.

Copy from nearest corner which has the face with the best matching normal to destination corner's face one.

NEAREST_POLY:

Nearest Corner of Nearest Face.

Copy from nearest corner of nearest face.

POLYINTERP_NEAREST:

Nearest Face Interpolated.

Copy from interpolated corners of the nearest source face.

POLYINTERP_LNORPROJ:

Projected Face Interpolated.

Copy from interpolated corners of the source face hit by corner normal projection.