

Transfer Mesh Data Layout

Reference

Mode:
Object Mode

Menu:
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Transfers layout of data layer(s) from active to selected meshes.

Data Type

Which data to transfer.

Vertex Data	Edge Data	Face Corner Data	Face Data
Vertex Group(s)	Sharp	Custom Normals	Smooth
Bevel Weight	UV Seam	Colors	Freestyle Mark
Colors	Subdivision Crease	UVs	
	Bevel Weight		
	Freestyle Mark		

Data types.

Exact Match

Also Delete some data layers from destination if necessary, so that it matches the source exactly.

Source Layers Selection

Which layers to transfer, in case of multi-layer types.

Active Layer

Only transfer the active data layer.

All Layers

Transfer all data layers.

Destination Layers Matching

How to match source and destination layers.

By Name

Match target data layers to affect by name.

By Order

Match target data layers to affect by order (indices).

See also

[Data Transfer Modifier](#)