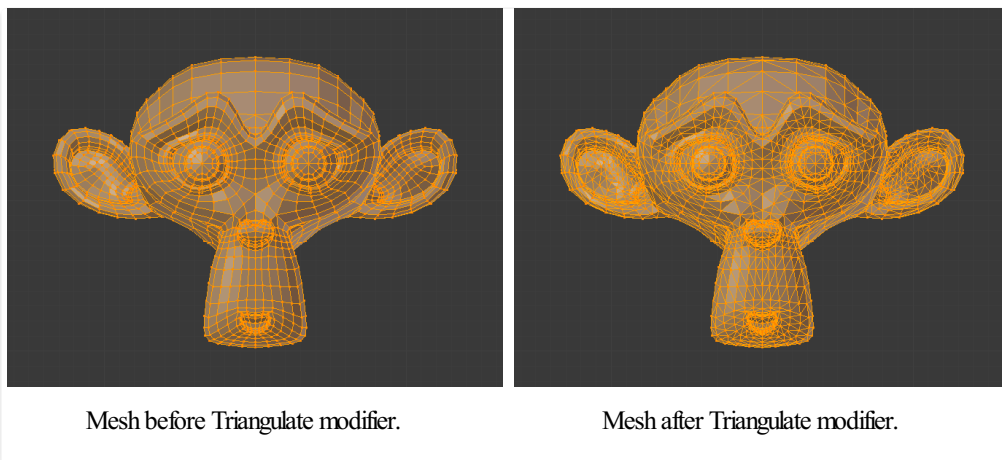


Triangulate Modifier

The *Triangulate* modifier converts all faces in a mesh (quads and n-gons) to triangular faces. It fulfills the exact same function as the [Triangulate](#) tool in Edit Mode.



Options

Quad Method

Beauty

Split the quads in nice triangles, slower method.

Fixed

Split the quads on their 1st and 3rd vertices.

Fixed Alternate

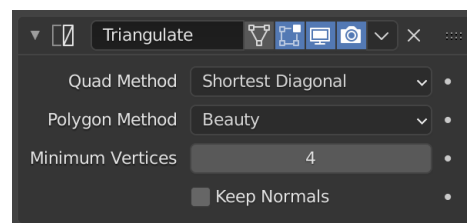
Split the quads on their 2nd and 4th vertices.

Shortest Diagonal

Split the quads along their shortest diagonal.

Longest Diagonal

Split the quads along their longest diagonal. This is the preferred mode for cloth simulations.



The Triangulate modifier.

N-gon Method

Beauty

Arrange the new triangles nicely, slower method.

Clip

Splits n-gons using an ear-clipping algorithm (the same method of tessellation used for viewport display).

Minimum Vertices

Minimum number of vertices a face must have to be triangulated. For example, setting this value to 5, will prevent triangulation of [Quads](#) and only triangulate [N-gons](#).