Skip to content

Remesh

Reference

Mode:
Sculpt Mode

Header:
Tool Settings ▸ Remesh

Panel:
Sidebar ▸ Tool ▸ Remesh

Shortcut:
`Ctrl - R`

For a general explanation to remeshing, visit the Introduction.

Voxel Size `R`

The resolution or the amount of detail the remeshed mesh will have. The value is used to define the size, in object space, of the Voxel. These voxe are assembled around the mesh and are used to determine the new geometry. For example a value of 0.5m will create topological patches that are about 0.5m (assuming *Preserve Volume* is enabled). Lower values preserve finer details but will result in a mesh with a much more dense topolog

The voxel size also be adjusted from the 3D Viewport using `R`. Using the shortcut displays an interactive grid overlay showing the resulting voxe size. Moving the mouse closer to center of the grid decreases the voxel size while moving away from the center increase the voxel size. Holding `Shift` increases the precision; adjusting the voxel size in small increments.

Sample Voxel Size
Used to adjust the *Voxel Size* by picking an area of the mesh to match the denseness of polygons after the remesh operation.

Adaptivity
Reduces the final face count by simplifying geometry where detail is not needed. This introduce triangulation to faces that do not need as much detail. Note, an *Adaptivity* value greater than zero disables *Fix Poles*.

Fix Poles
Tries to produce less poles at the cost of some performance to produce a better topological flow.

Preserve

Volume
Tells the algorithm to try to preserve the original volume of the mesh. Enabling this could make the operator slower depending on the complexity of the mesh.

Paint Mask
Reprojects the paint mask onto the new mesh.

Face Sets
Reprojects Face Sets onto the new mesh.

Color Attributes
Reprojects the Color Attributes onto the new mesh.

Voxel Remesh
Performs the remeshing operation to create a new manifold mesh based on the volume of the current mesh. Performing this will lose all mesh objec data layers associated with the original mesh.

See also

Remesh modifier

Known Limitations

- Remeshing only works on the original mesh data and ignores generated geometry from modifiers, shape keys, rigging, etc.
- Remeshing will not work with the Multiresolution Modifier.

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N
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