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Face Group Boundaries Node

The *Face Group Boundaries Node* finds the edges which lie on the boundaries of specified regions. These edges could be used to mark seams for UV unwrapping, for example.

Inputs

Face Group ID

Identifier for which group of faces this face belongs to. All contiguous faces with the same value are in the same region.

Properties

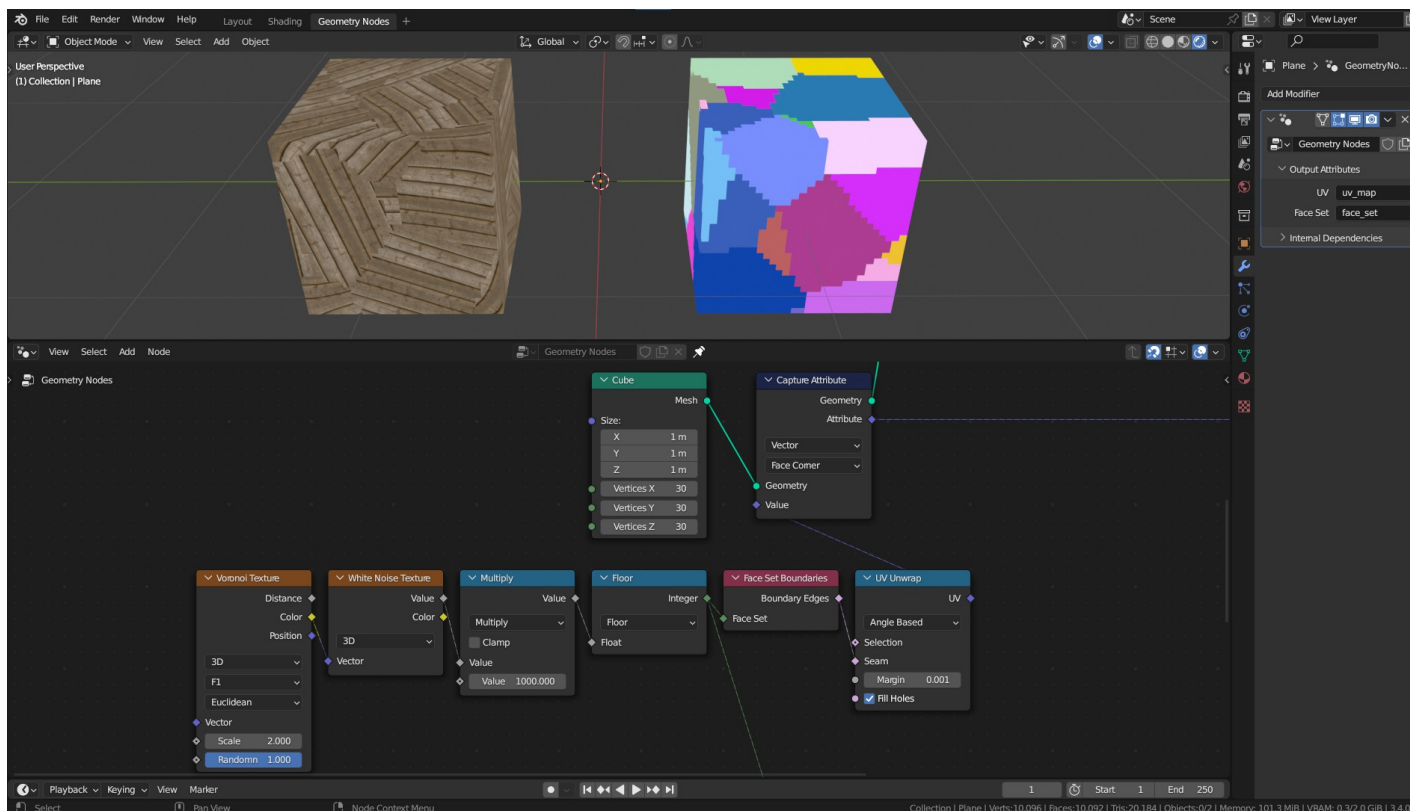
This node has no properties.

Output

Boundary Edges

Selection of the boundary edges of the different face sets. An edge is considered to be at the boundary if it lies on at least two faces with different identifiers.

Examples



Combined with the [UV Unwrap Node](#), this node is used to turn the face sets (right cube) into a UV map for a texture (left cube).

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