5.8.4.9 Modeling - Modifiers - Generate - Multiresolution Modifier

Multiresolution Modifier

Multires modifier

The Multiresolution modifier (often shortened to *Multires*) gives you the ability to subdivide a mesh similarly to the *Subsurf Modifier,* but also allows you to edit the new subdivision levels in sculpt mode.

> **Note**
>
> The *Multiresolution Modifier* is the only modifier that cannot be repositioned in the stack if it means that there will be geometry or other object data created or removed before it (i.e. all *Generate,* some *Modify* and some *Simulate* modifiers cannot come before the Multiresolution modifier.)

Options

Catmull-Clark / Simple

   Set the type of subdivision.

   Simple
      Maintains the current shape, and simply subdivides edges.
   Catmull-Clark
      Creates a smooth surface, usually smaller than the original, using the standard Catmull-Clark subdivision surface algorithm.

Preview
   Set the level of subdivisions to show in the 3D View.

Sculpt

Set the number of subdivisions to use in Sculpt Mode.

Render

Set the number of subdivisions to show when rendering.

Subdivide

Add another level of subdivision.

Delete Higher

Deletes all subdivision levels that are higher than the current one.

Reshape

Copies vertex coordinates from another mesh. To use, first select a different mesh object with matching topology and vertex indexes, then `Shift` select the object you wish to copy vertex coordinates to and click *Reshape*.

Apply Base

Modifies the original unsubdivided mesh to match the form of the subdivided mesh.

Subdivide UVs

When enabled, the UV maps will also be subdivided. (i.e. Blender will add "virtual" coordinates for all sub-faces created by this modifier).

Optimal Display

When drawing the wireframe of this object, the wires of the new subdivided edges will be skipped (only draws the edges of the original geometry).

Save External

Saves displacements to an external .btx file.