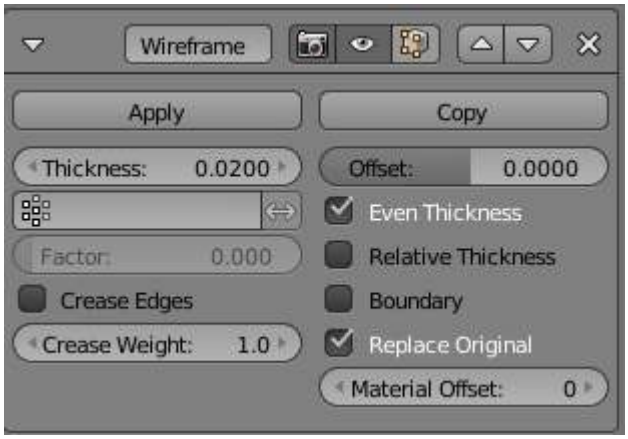
5.8.4.16 Modeling - Modifiers - Generate - Wireframe Modifier

Wireframe Modifier



Wireframe Modifier

The Wireframe modifier transforms a mesh into a wireframe by iterating over its faces, collecting all edges and turning those edges into 4 sided polygons. Be aware of the fact that your mesh needs to have faces to be wireframed. You can define the thickness, the material and several other parameters of the generated wireframe dynamically via the given modifier options.

Options

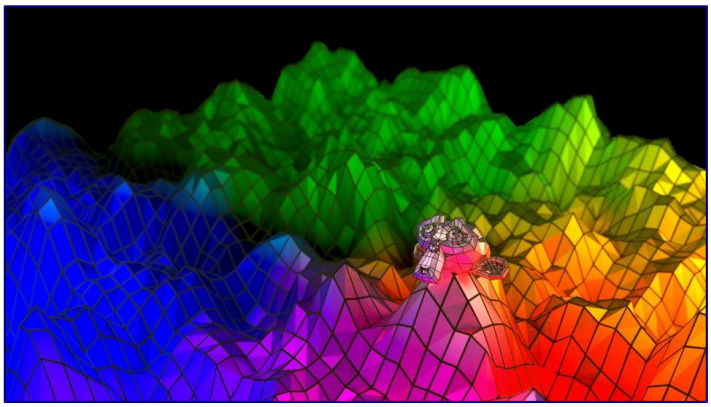
Thickness
The depth or size of the wireframes.

Offset
A value between `-1` and `1` to change whether the wireframes are generated inside or outside the original mesh. Set to zero, *Offset* will center the wireframes around the original edges.

Vertex Group

Restrict the modifier to only this vertex group.

Invert
Inverts the vertex group weights.



Wireframes on a displaced plane. In this example, the wireframes carry a second (dark) material while the displaced plane uses its original one.

Crease Edges

This option is intended for usage with the *Subdivision Modifier*. Enable this option to crease edges on their junctions and prevent large curved intersections.

Crease Weight
Define how much crease (between `0` = no and `1` = full) the junctions should receive.

Even Thickness
Maintain thickness by adjusting for sharp corners. Sometimes improves quality but also increases computation time.

Relative Thickness
Determine edge thickness by the length of the edge - longer edges are thicker.

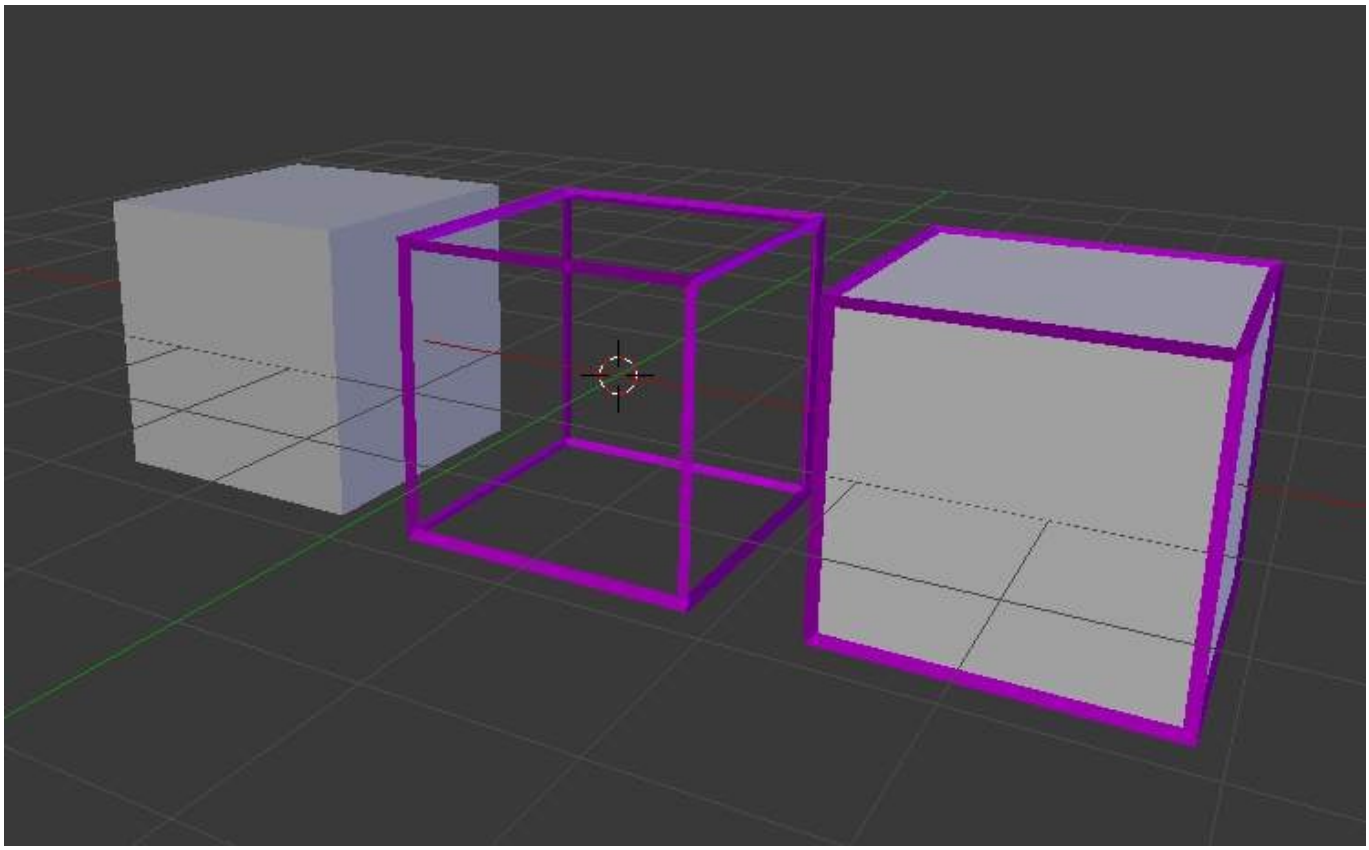
Boundary
Creates wireframes on mesh island boundaries.

Replace Original
If this option is enabled, the original mesh is replaced by the generated wireframe. If not, the wireframe is generated on top of it.

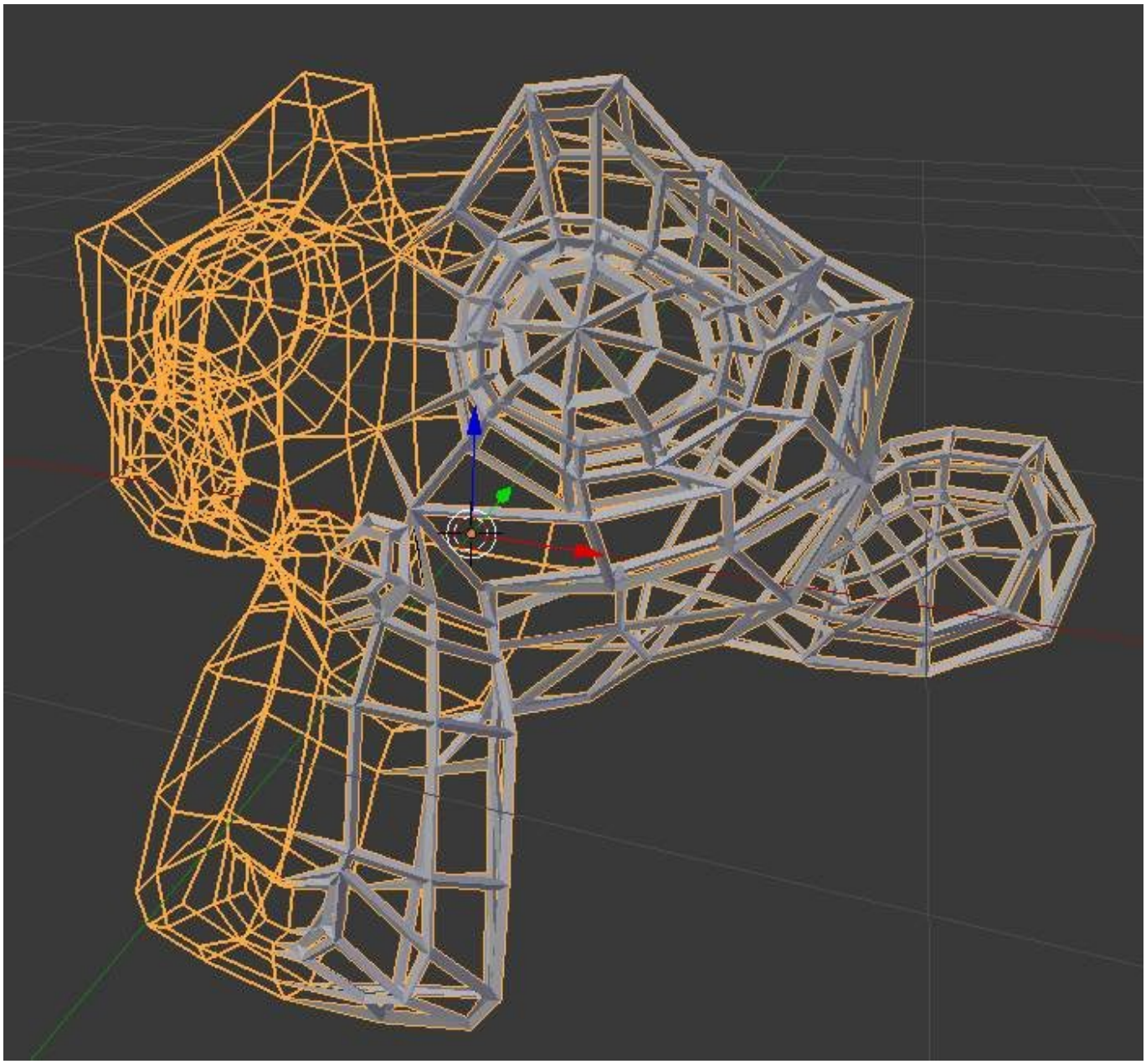
Material Offset
Uses the chosen material index as the material for the wireframe; this is applied as an offset from the first material.

Examples

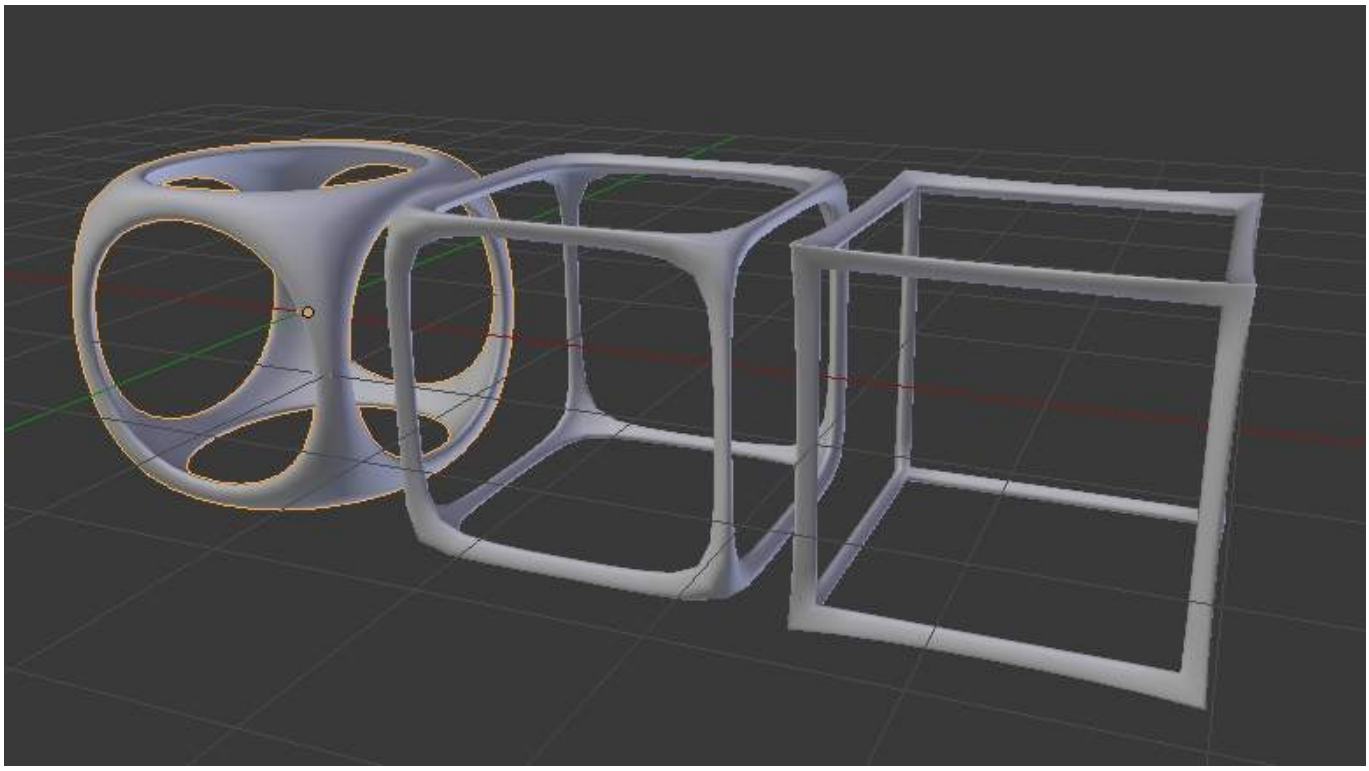
When you got more Faces that meet at one point they are forming a star like pattern like seen in the examples below.



Original / Wireframe / Original+Wireframe



VGroup weighting: One half 0 weighted, one half 1 weighted



Cube+Subsurf with 0 / 0.5 / 1 crease weight

Warning

Wireframe thickness is an approximation. While *Even Thickness* should yield good results in many cases, skinny faces can cause ugly spikes. In this case you can either reduce the extreme angles in the geometry or disable the *Even Thickness* option.