5.8.5.14 Modeling - Modifiers - Deform - Warp Modifier
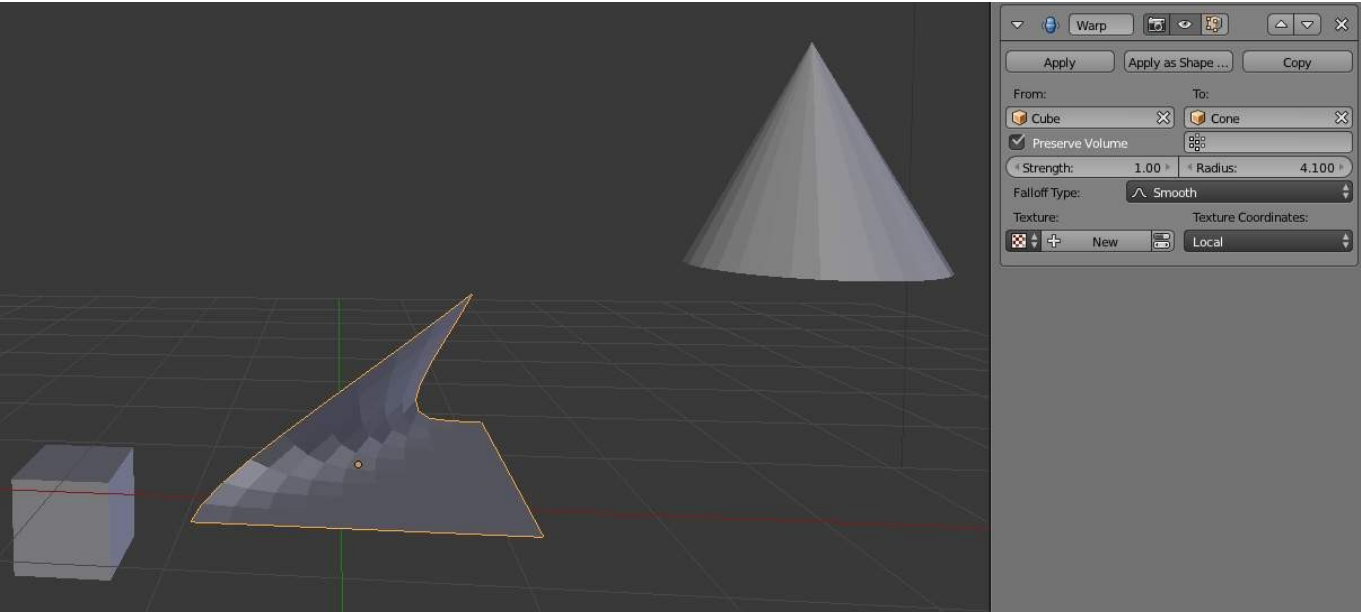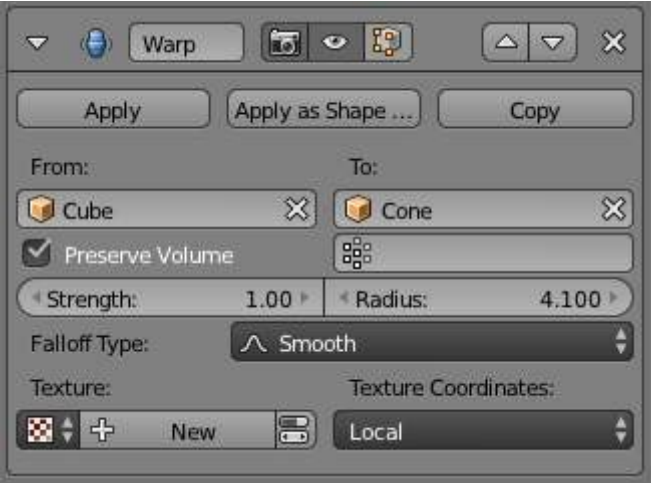
Warp Modifier

This deformation modifier can be used to warp parts of a mesh to a new location in a very flexible way by using 2 objects to select the "from" and "to" regions, with options for using a curve falloff, texture and vertex group.

Warp modifier applied to a grid

The Warp Modifier is a bit tricky at first, but it helps to understand how it works. The modifier requires two points, specified by object centers. The "from" point designates a point in space that is pulled toward the "to" point. It is akin to using the *Proportional Editing* in Edit Mode.

Options

From:

Specify the origin object transformation of the warp.

To:

Specify the destination object transformation of the warp.

Preserve Volume

Enables volume preservation when rotating one of the transforms.

Vertex Group

Limit the deformation to a specific vertex group.

Strength

Sets how strong the effect is.

Radius

Sets the distance from the transforms that can be warped by the transform handles.

Falloff Type

Sets the way the strength of the warp change as it goes from the center of the transform to the Radius value. See *Proportional Editing* for descriptions of the falloff types.

Texture

Specify a texture the strength is offset by to create variations in the displacement.

Texture Coordinates

Set the way textures are applied to the mesh when using a textured warp.

Object

Specify an object to use when set to Object.

UV Layer

Specify a UV layer when set to UV.