

5.8.5.9 Modeling - Modifiers - Deform - Lattice Modifier

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Lattice Modifier

The Lattice modifier deforms the base object according to the shape of a Lattice object.

Options



Lattice modifier.

Object

The Lattice object with which to deform the base object.

Vertex Group

An optional vertex group name which lets you limit the modifier effect to a part of the base mesh.

Strength

A factor to control blending between original and deformed vertex positions.

Usage

A lattice consists of a three-dimensional non-renderable grid of vertices. Its main use is to give extra deformation capabilities to the underlying object it controls (either *via* a modifier, or as its parent). Objects to be deformed can be meshes, curves, surfaces, text, lattices and even particles.

The lattice should be scaled and moved to fit around your object in object mode. Any scaling applied to the object in edit mode will result in the object deforming. This includes applying scale with **Ctrl-A** as this will achieve the same result as scaling the lattice in edit mode, and therefore the object.

Tip

A Lattice Modifier can quickly be added to selected objects by selecting them all, then selecting the lattice object last and pressing **Ctrl-P** and choosing *Lattice Deform*. This will both add Lattice modifiers to the selected objects and parent them to the lattice.

Hints

Why would you use a lattice to deform a mesh instead of deforming the mesh itself in Edit Mode ? There are a couple of reasons for that:

- If your object has a large number of vertices, it would be difficult to edit portions of it quickly in Edit Mode. Using a lattice will allow you to deform large portions efficiently.
- The smooth deformation you get from a lattice modifier can be hard to achieve manually in Edit Mode.
- Multiple objects can use the same lattice, thus allowing you to edit multiple objects at once.
- Like all modifiers, it is non-destructive. Meaning all changes happen on top of the original geometry, which you can still go back and edit without affecting the deformation.
- A lattice does not affect the texture coordinates of a mesh's surface.

Note

When using a lattice to deform particles, always remember to place the Lattice Modifier after the Particle System Modifier. Read more about the importance of the modifier stack *here*.