

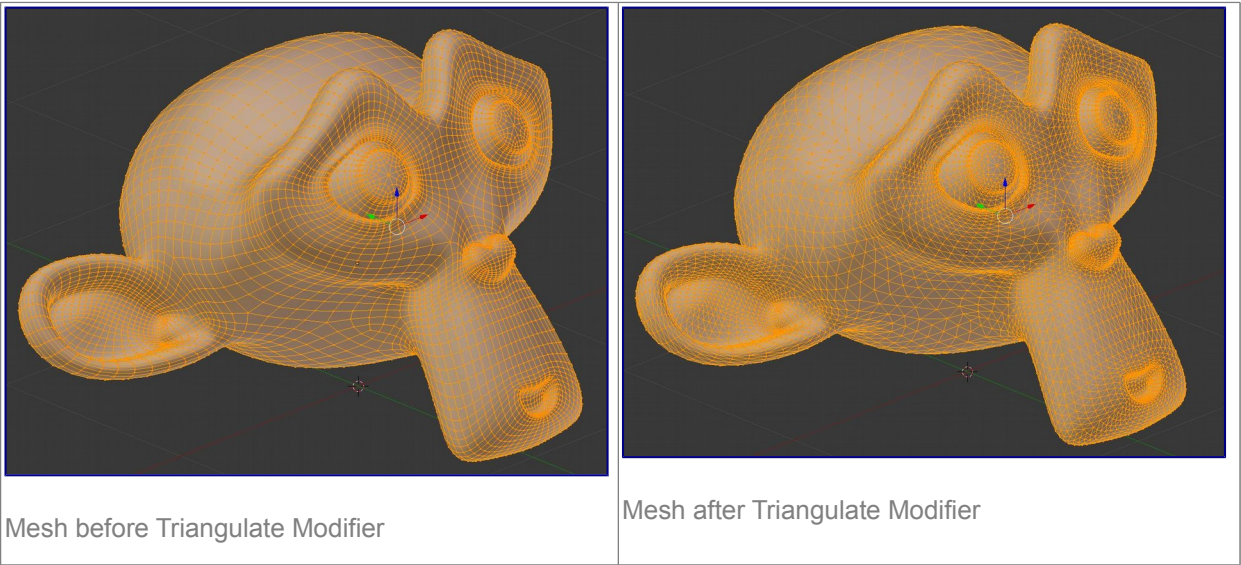
5.8.4.15 Modeling - Modifiers - Generate - Triangulate Modifier

Triangulate Modifier.....1

Options.....1

Triangulate Modifier

The Triangulate modifier converts all faces in a mesh (whether it be quads or N-gons) to triangular faces. This modifier does the exact same function as the triangulate function (**Ctrl-T**) in Edit Mode.



Options

Quad Method:

- Beauty**
Split the quads in nice triangles, slower method.
- Fixed**
Split the quads on the 1st and 3rd vertices.
- Fixed Alternate**
Split the quads on the 2nd and 4th vertices.
- Shortest Diagonal**
Split the quads based on the distance between the vertices.

Ngon Method:

- Beauty**
Arrange the new triangles nicely, slower method.
- Scanfill**
Split the ngons using a scanfill algorithm.