



## Manually Position Vertex Normals?

Asked 4 years, 4 months ago   Active 1 year, 11 months ago   Viewed 9k times

---



10

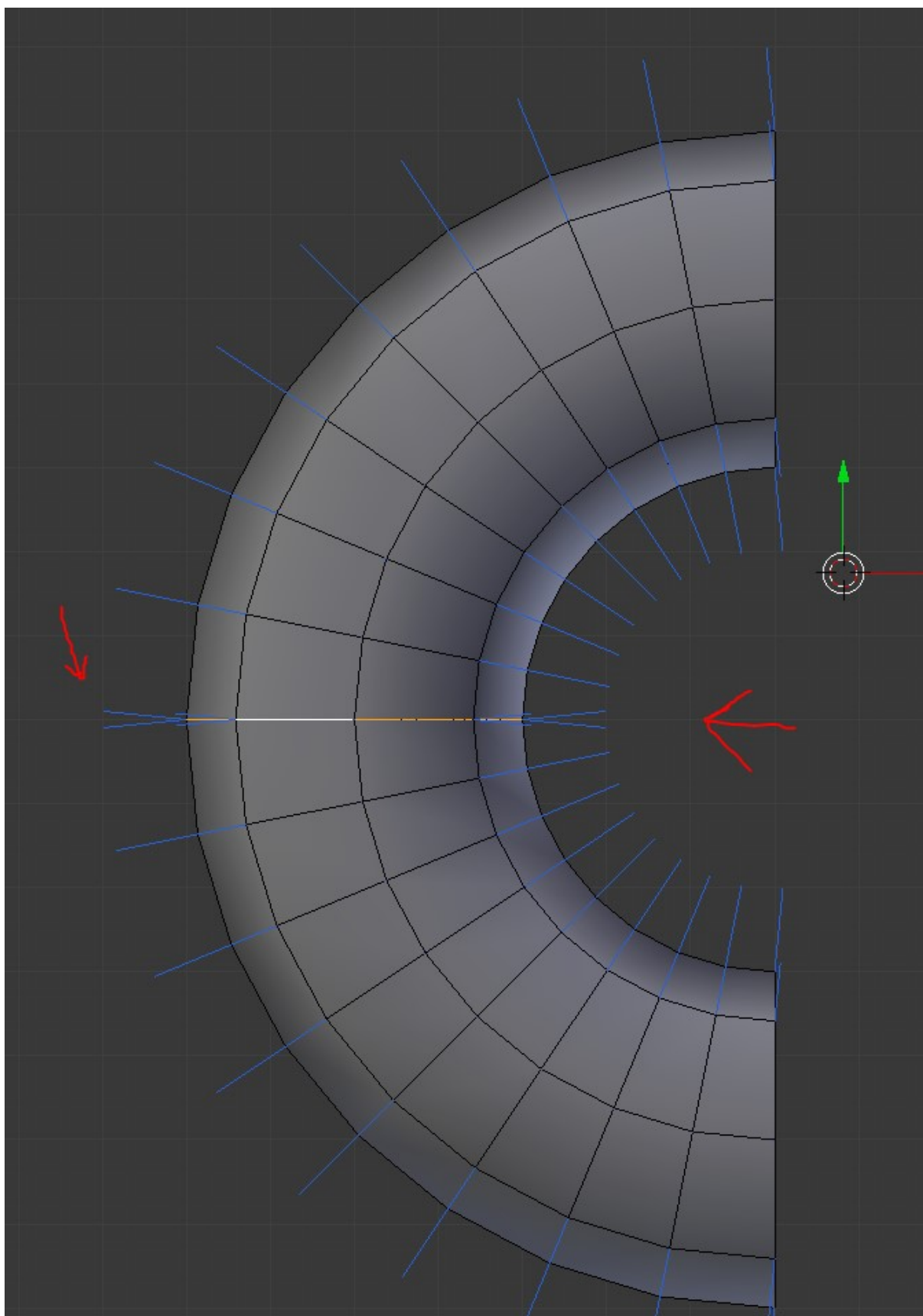


6



I have bunch of objects that I want to position next to each other in a scene. When they are next to each other, there is an apparent seam between them due to different normal directions. The normal directions are this way, of course, because the two objects are of a different mesh.

**Is there a way to manually change the direction of normals for specific vertices like in 3DS Max, Maya, etc.?**



normals

Share Improve this question

edited Sep 12 '16 at 17:12

asked Sep 11 '16 at 18:15

Follow



Melon Therapy

137 2 7

- 5 The Blend4Web add-on allows you to manually edit normals. – Anthony Forwood Sep 11 '16 at 20:31

This is more a Blender than a Blender Game Engine question. – Monster Sep 12 '16 at 5:24

@AnthonyForwood yeah the plugin works for me, post you comment as answer so i can accept it.  
– Melon Therapy Sep 12 '16 at 17:13

- 1 It really doesn't matter if Blend4Web is usually for the BGE (if that's the case). It still allows you to edit normals. – Anthony Forwood Sep 12 '16 at 19:12

it seems Blend4Web is only for Blender Mode and not Cycles.... – RollRoll May 17 '17 at 14:07

### 3 Answers

Active

Oldest

Votes



I think it is answered by Anthony Forwood:

5

The Blend4Web add-on allows you to manually edit normals.



The add-on itself can be downloaded from [here](#). Documentation on how to use it can be seen [here](#).



Share Improve this answer Follow

answered Sep 12 '16 at 11:35



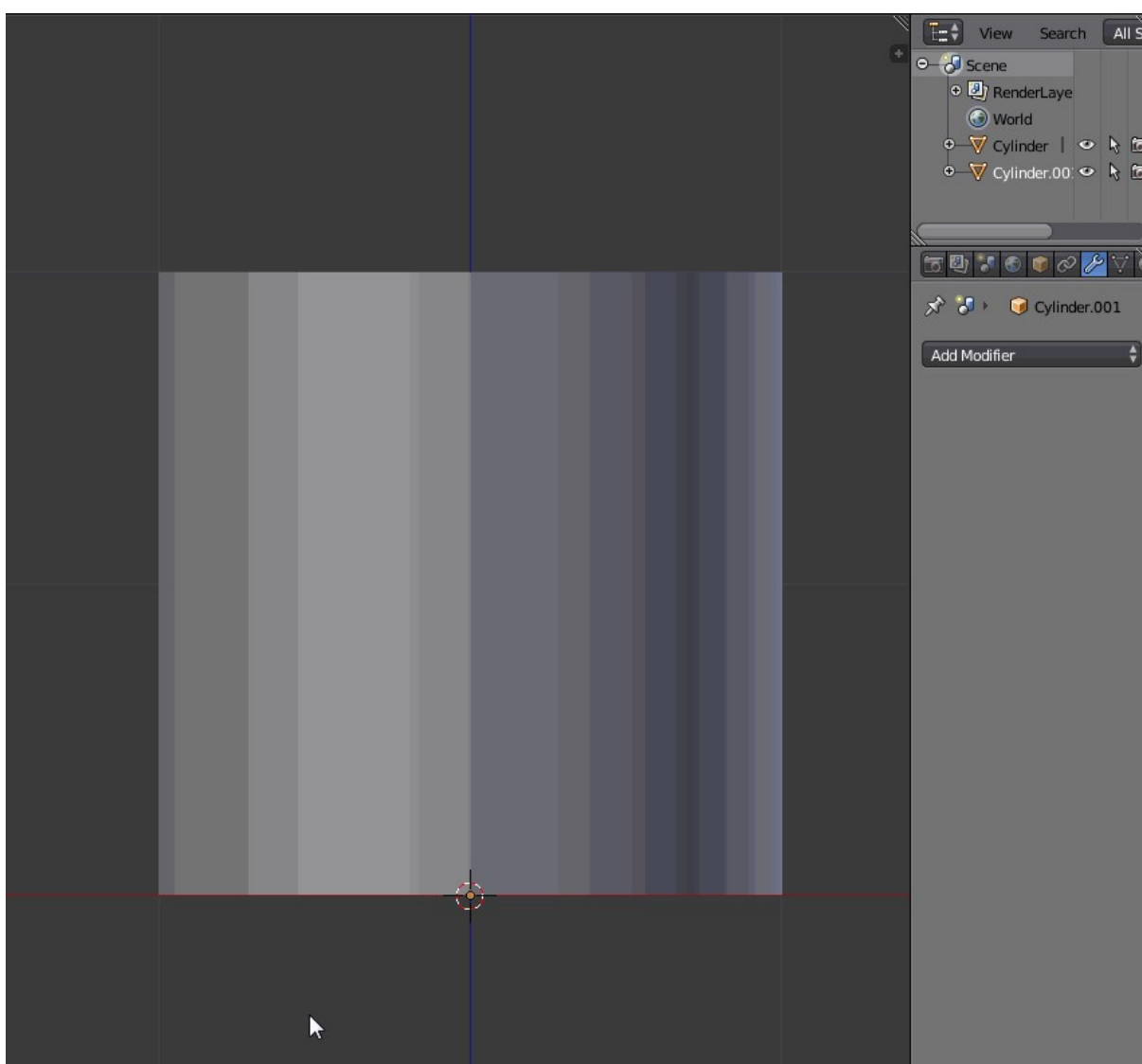
Blend4Web

542 2 6

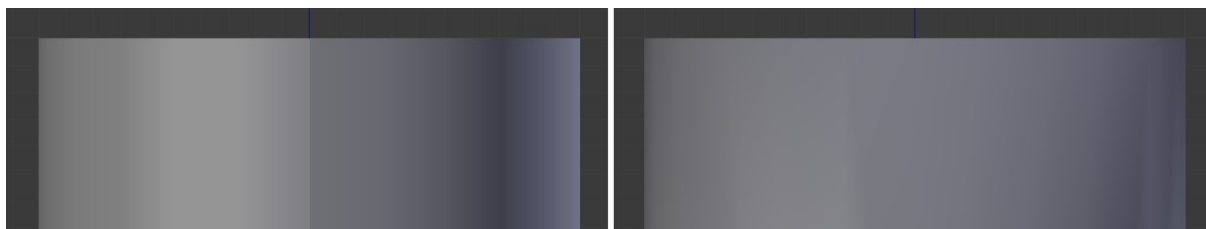
6

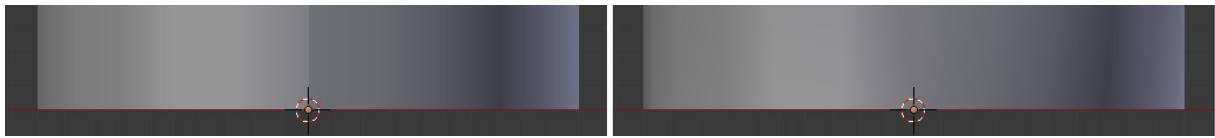
The only method that I know of is to influence the normals by using the Normal Edit Modifier and it works only if you have two or more objects and not one object with several submeshes.

1. In Object Mode, select Object1, go to "Properties Window -> Data" and enable "Auto Smooth".
2. With Object1 still selected, go to "Properties Window -> Modifiers -> Add Modifier -> Modify -> Normal Edit".
3. Keep "Radial" and under "Target Object" select Object2.
4. Repeat steps 1-3 for Object2, only with Object1 as target.



Since gif isn't suitable to display the "before" and "after" images, here's a jpeg to illustrate the difference.





I only tested this once with Leadwerks Game Engine and there it seemed to work.

Share Improve this answer Follow

answered Sep 11 '16 at 20:34



[metaphor\\_set](#)

5,913 1 16 32



0



I created a Blender **add-on** for this exact purpose called [TiNA](#) which allows you to easily transfer normals between objects. TiNA basically turns the somewhat overwhelming [Data Transfer Modifier](#) into a set of more specialized and comprehensible operations. There's a [special branch](#) for those using Blender 2.80 beta.



Hotkey	Operation
Alt+N	Transfer Normals <b>from</b> selection to active <b>object</b>
Shift+Alt+N	Transfer Normals <b>from</b> active <b>object</b> to <b>all</b> other selected objects
Ctrl+Shift+Alt+N	Clear Custom Normals data <b>for</b> entire selection
Alt+W	Wrap Normals

In your case you could transfer the normals from a cylinder (created by extruding a duplicate of the connecting edges along the Y-axis) to the bends by selecting all three objects, and - with the cylinder as your active object - hitting Shift + Alt + N. You can limit the distance of the effect or pick a vertex group to contain the modification.

Share Improve this answer Follow

answered Mar 1 '19 at 0:16



[魔大农](#)

35 6