



Mesh Controls




Element Shape

- ☒ Quad ☐ Quad-dominated ☐ Tri

Technique

- ☐ As is
- ☒ Free 
- ☐ Structured 
- ☐ Sweep 
- ☐ Multiple

Algorithm

- ☐ Medial axis
- ☒ Minimize the mesh transition 
- ☒ Advancing front
- ☒ Use mapped meshing where appropriate

OK

Defaults

Cancel