



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