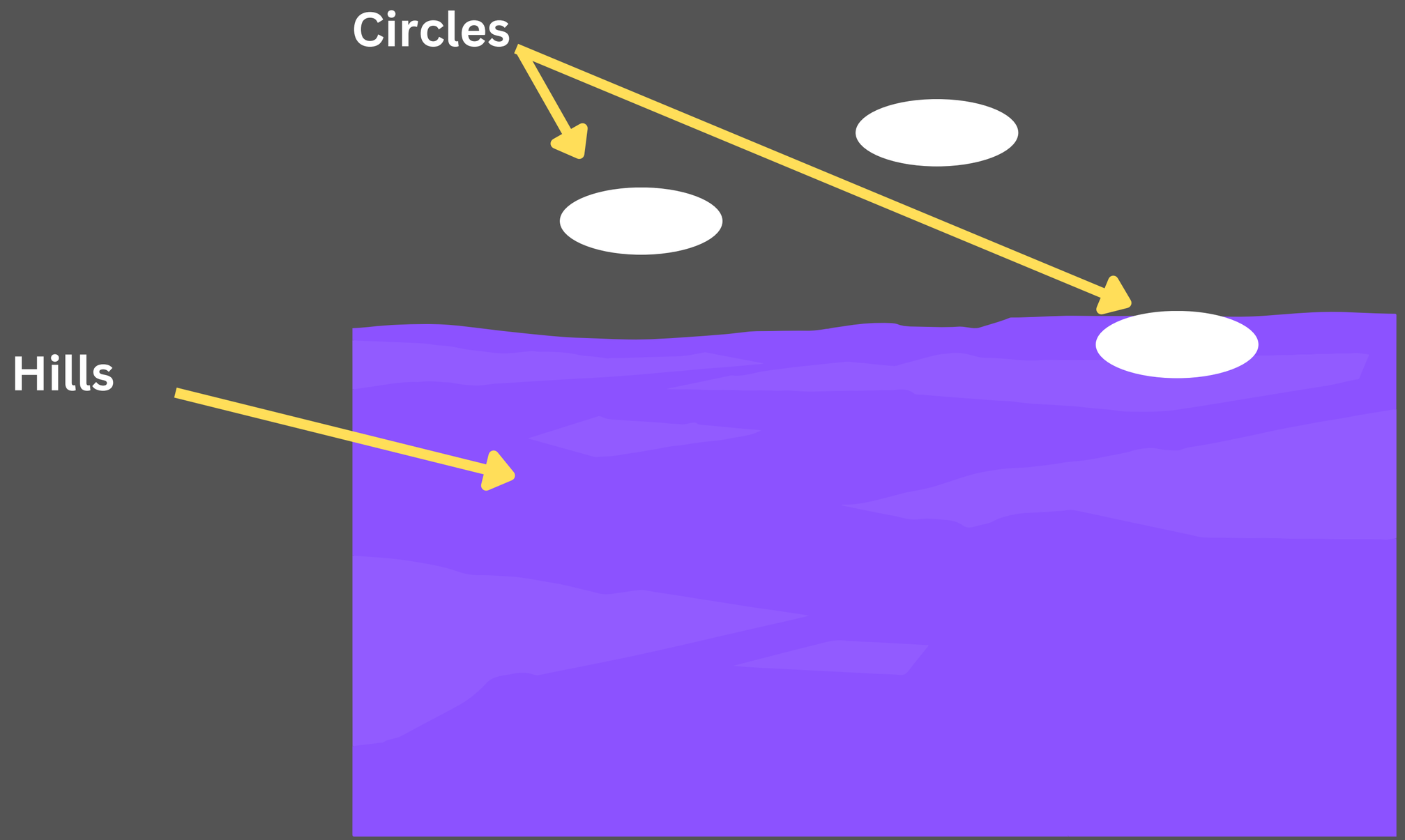
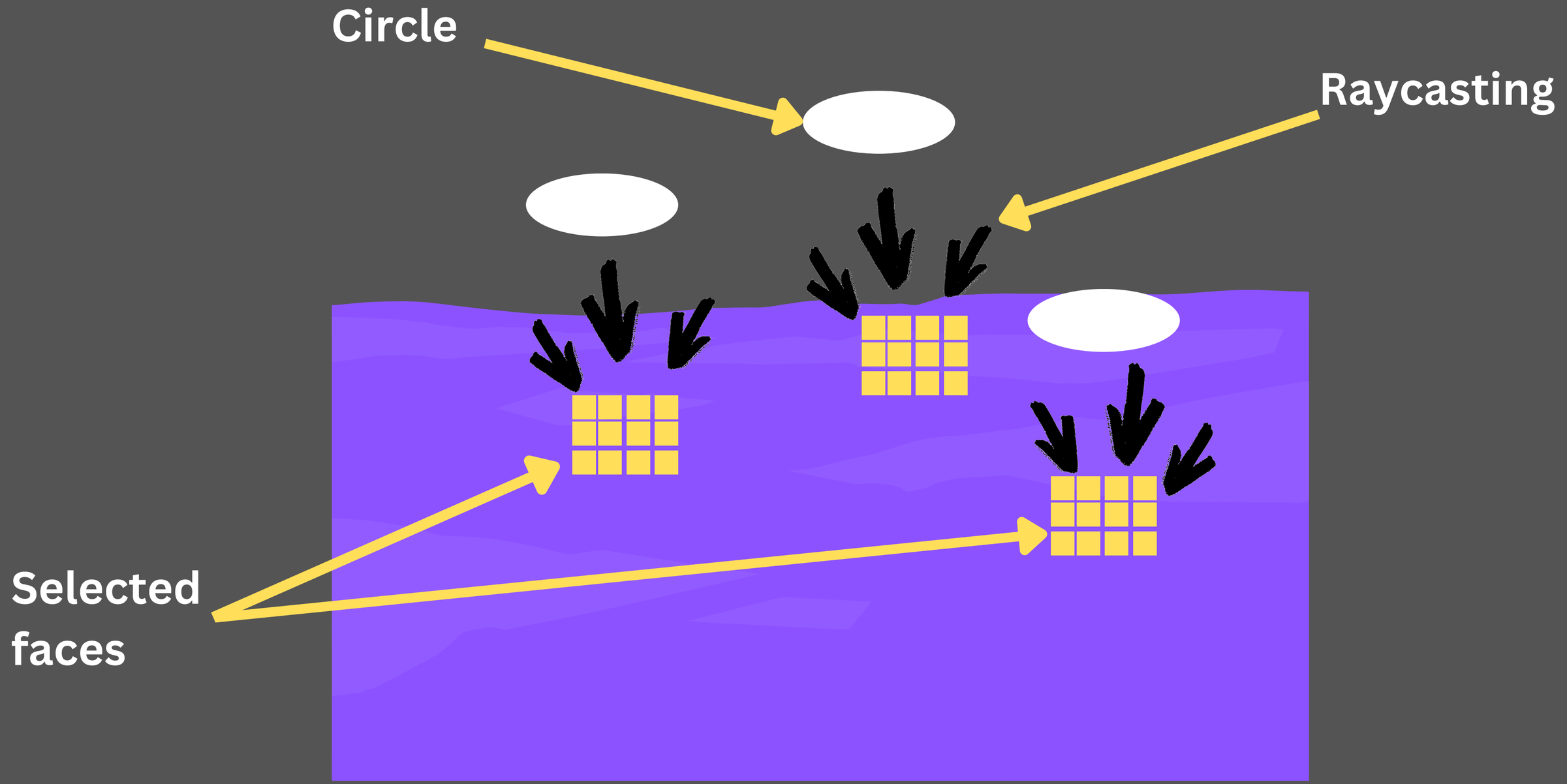
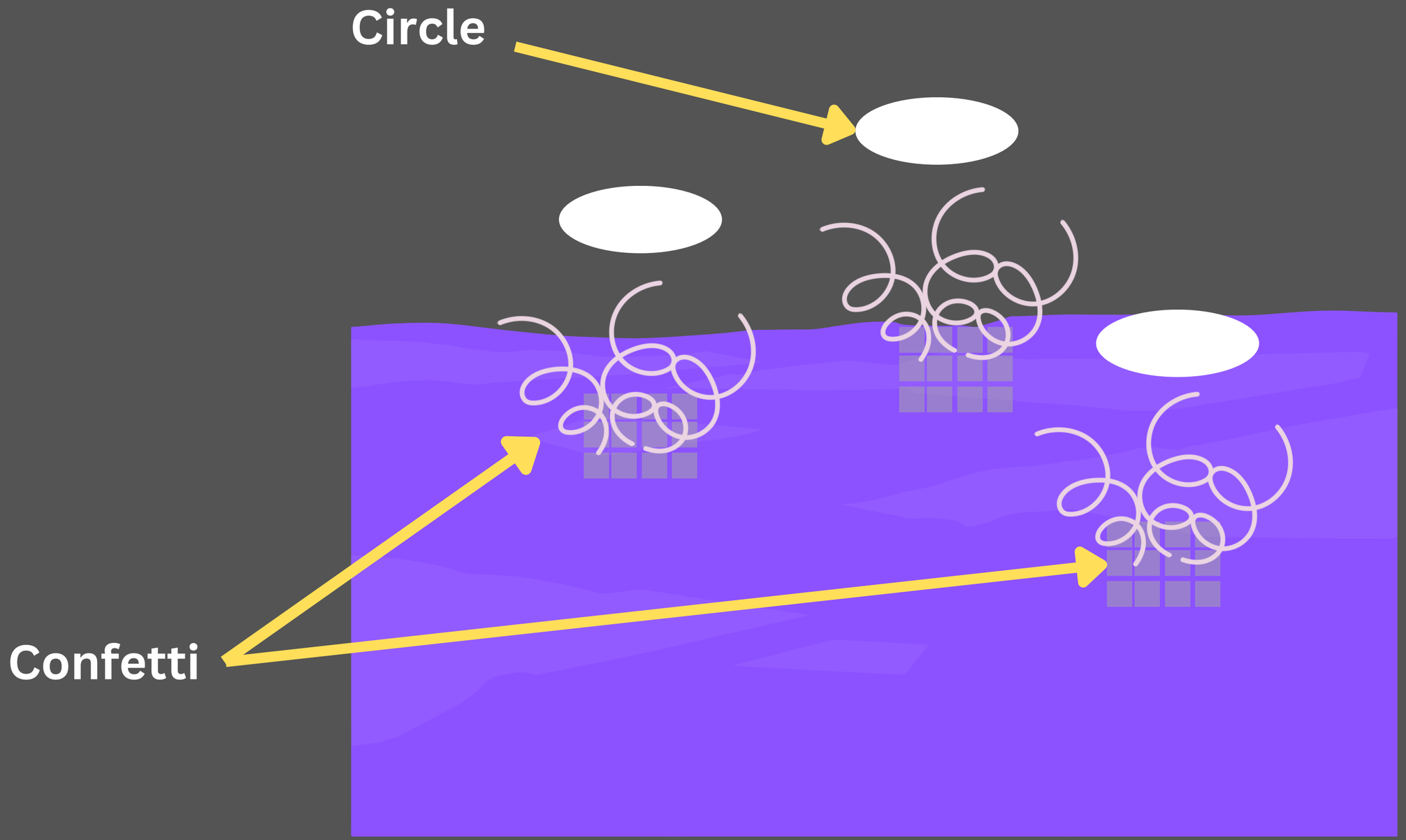
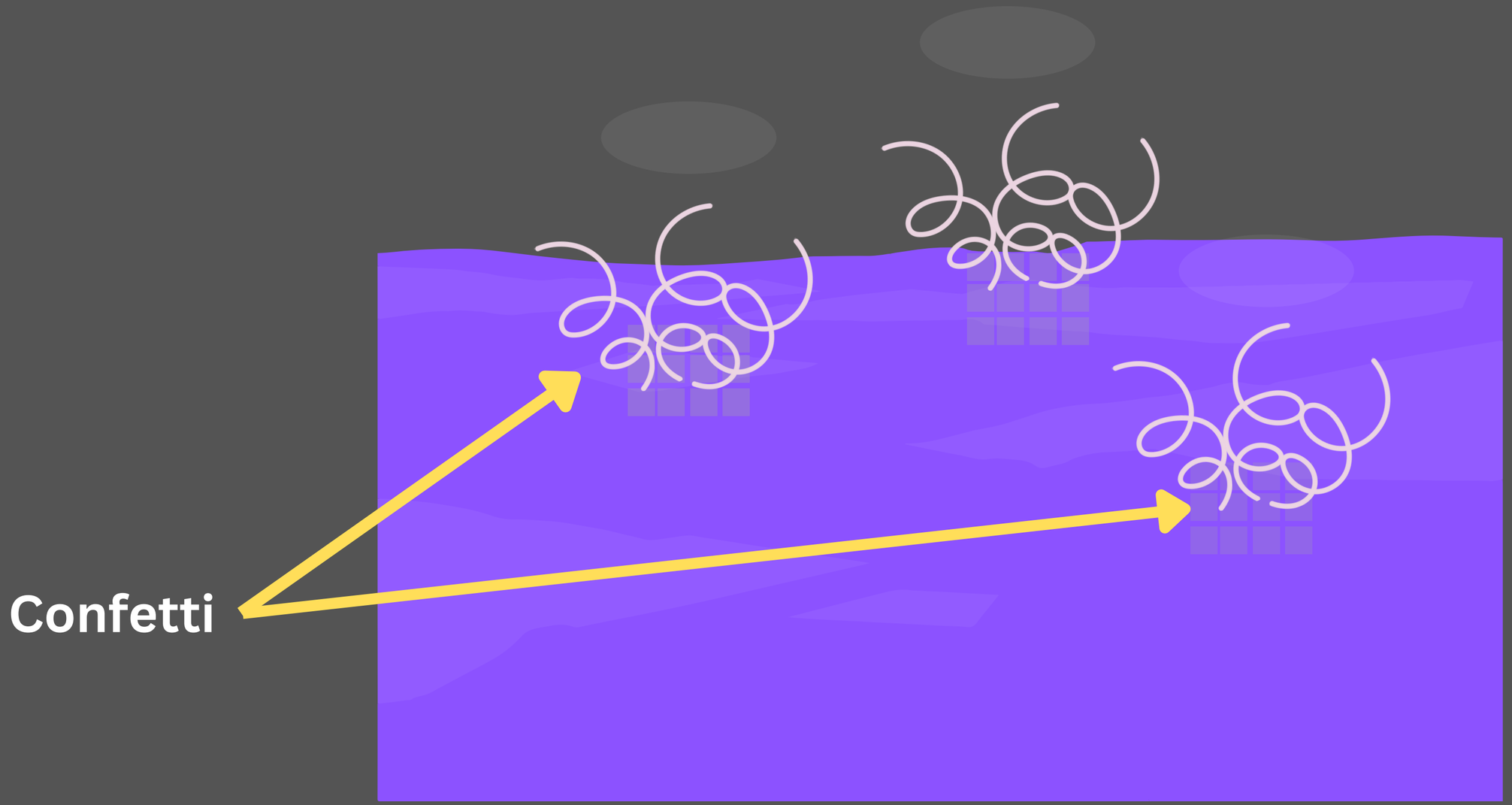
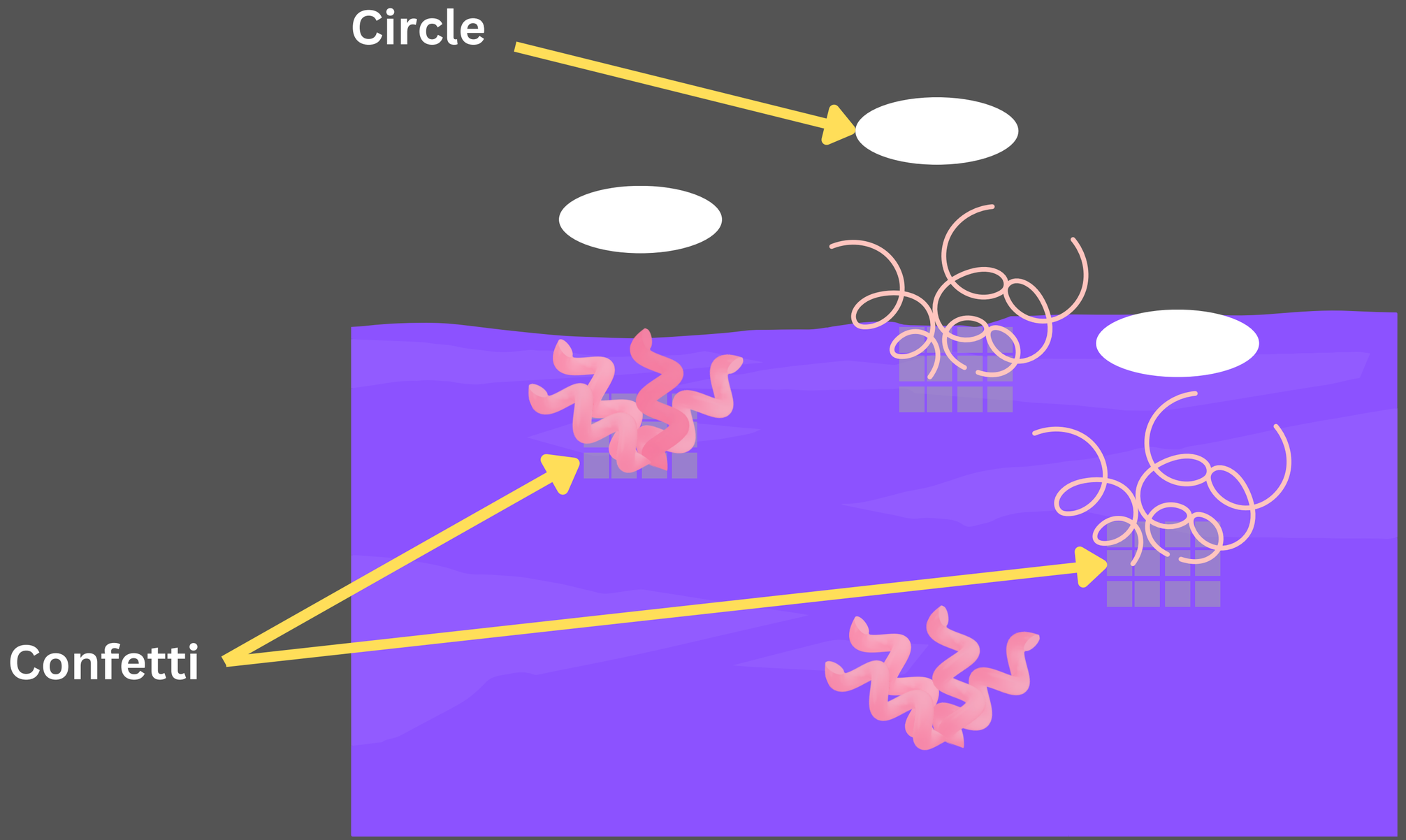

Circles
Hills

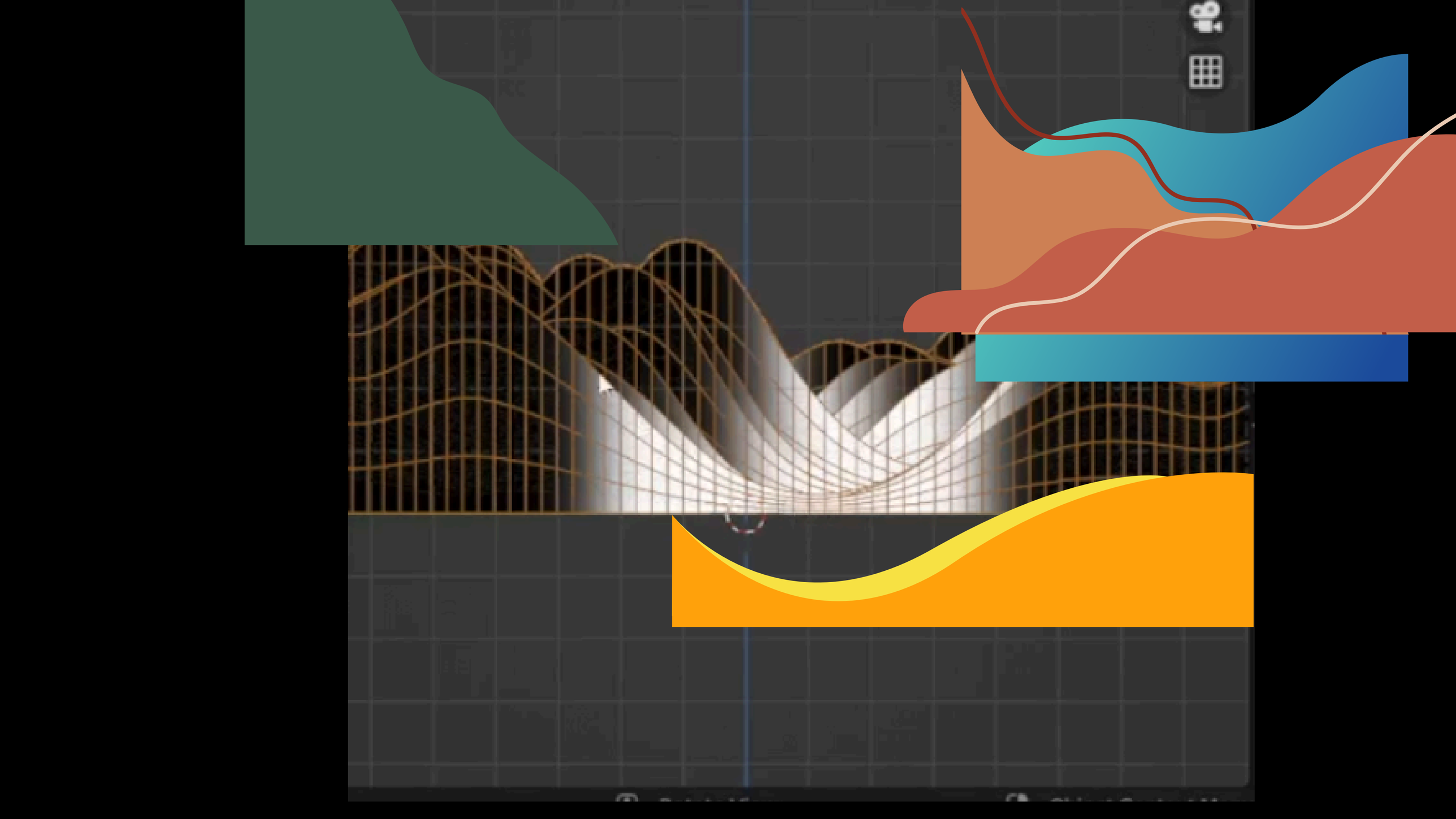

Circle
Raycasting
Selected
faces

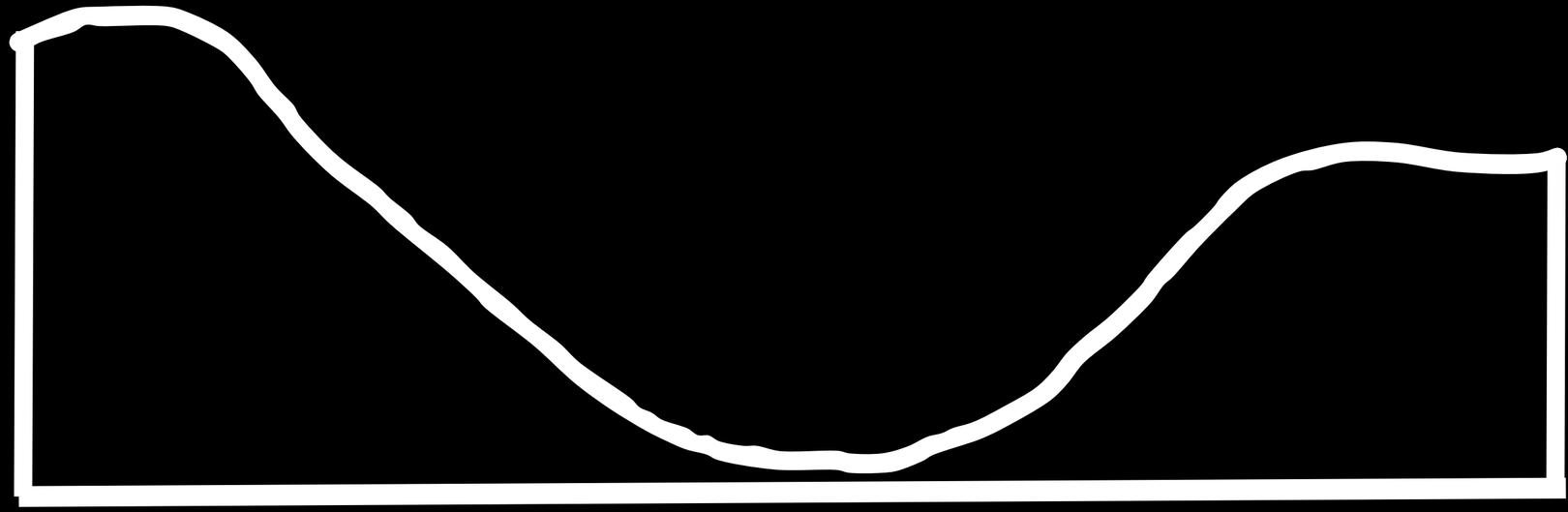

Circle
Confetti

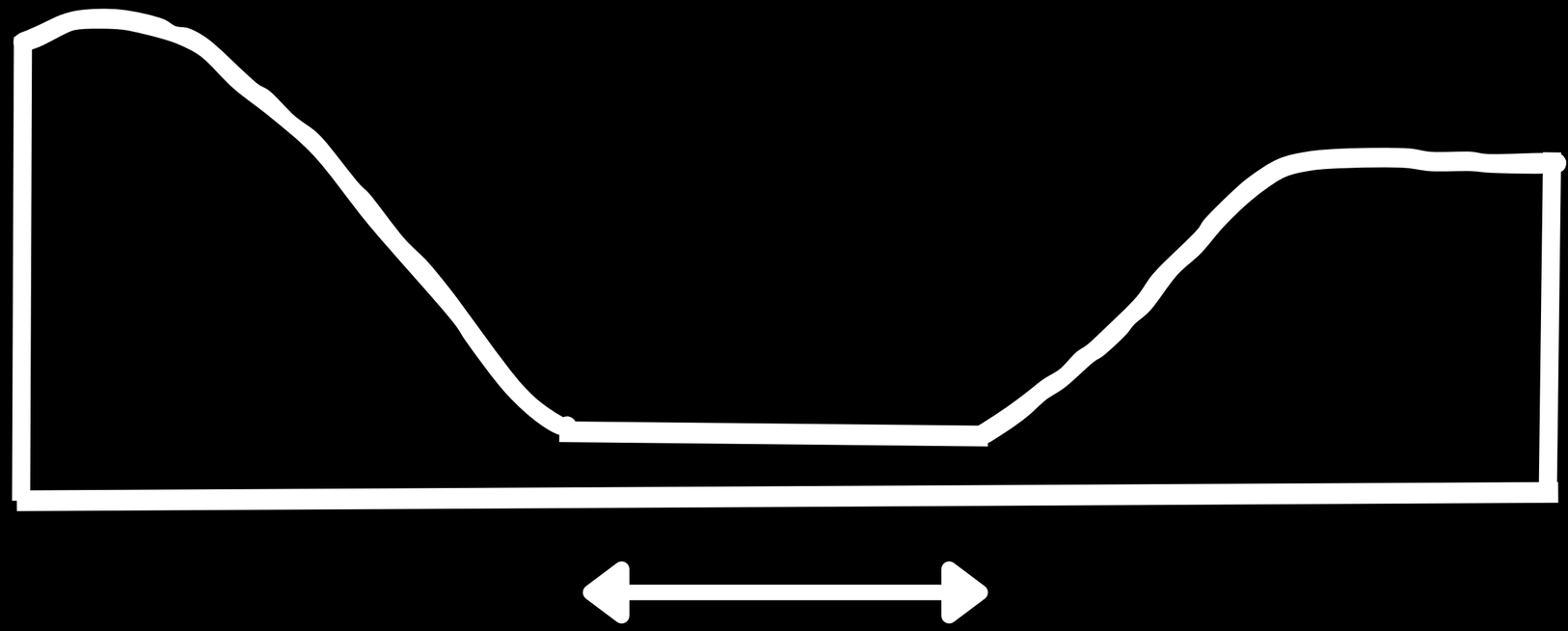

Confetti

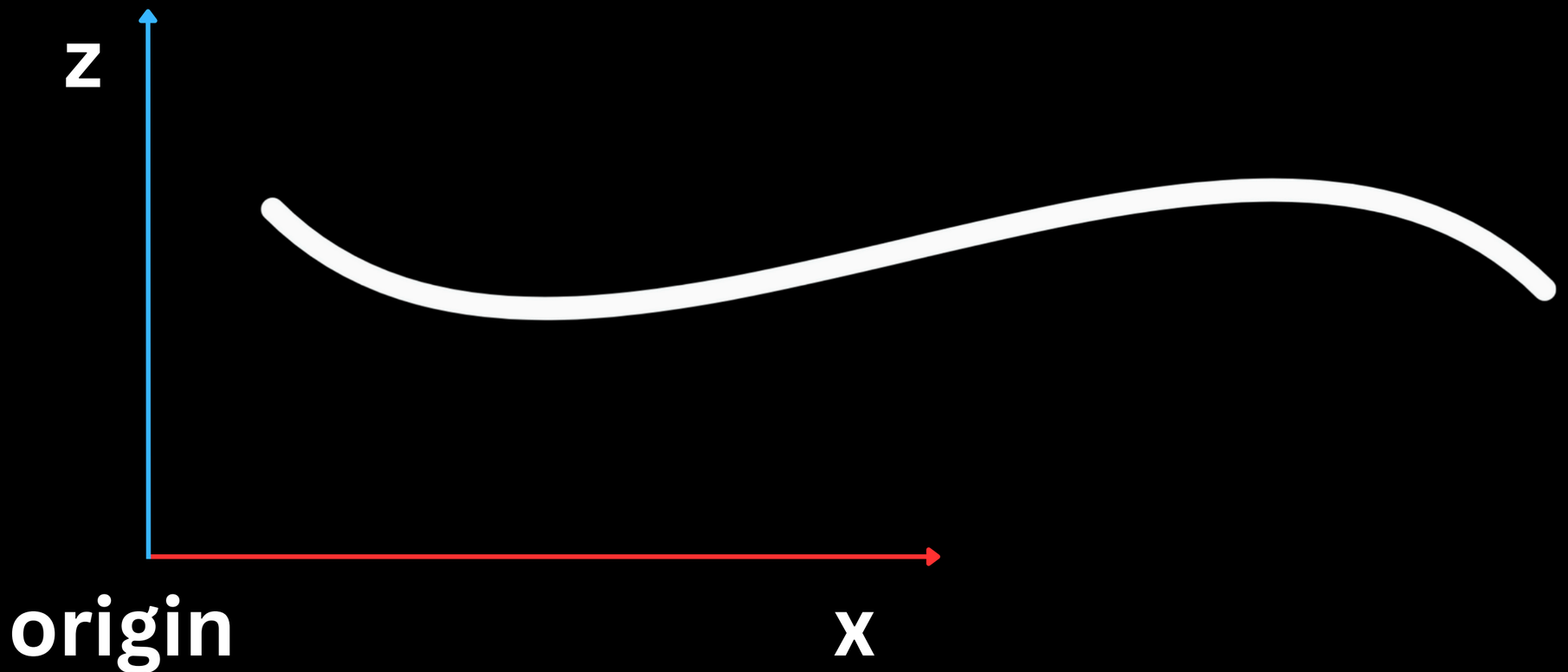

Circle
Confetti

I remembered to turn on my screencast keys later in the video!

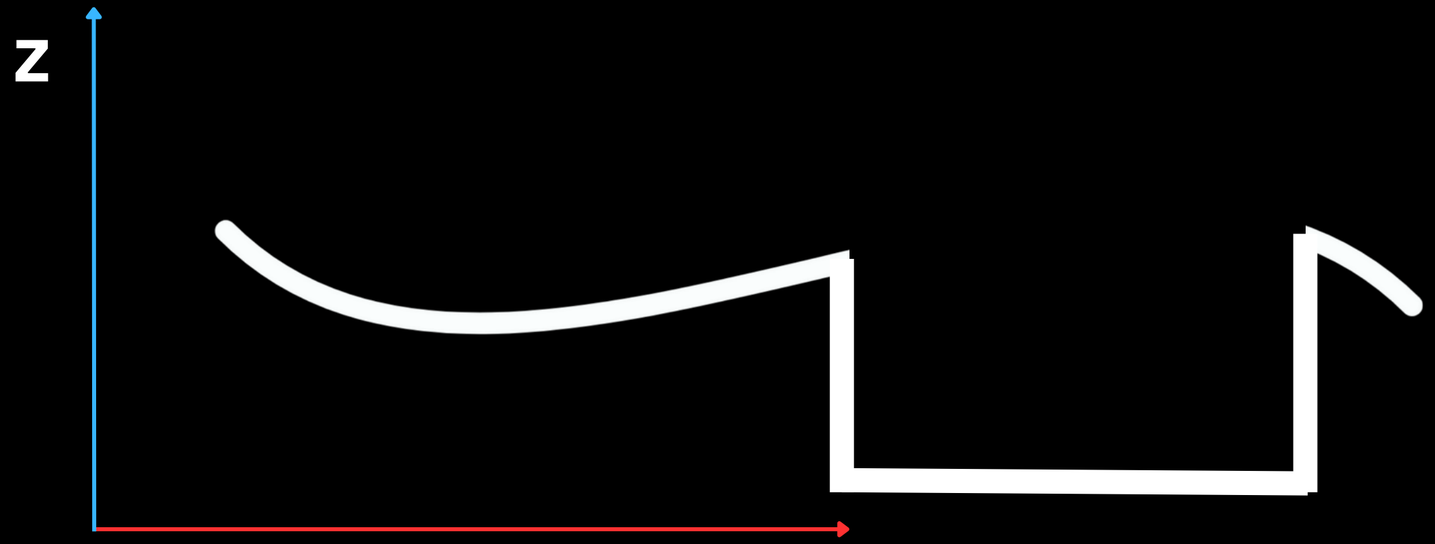




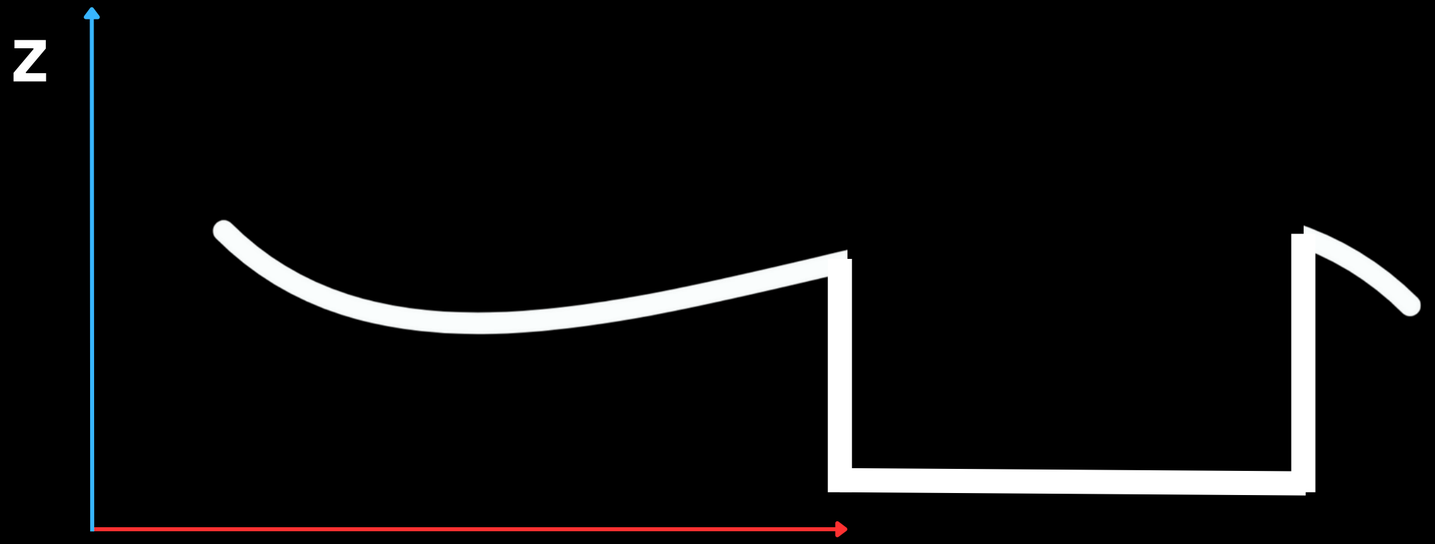


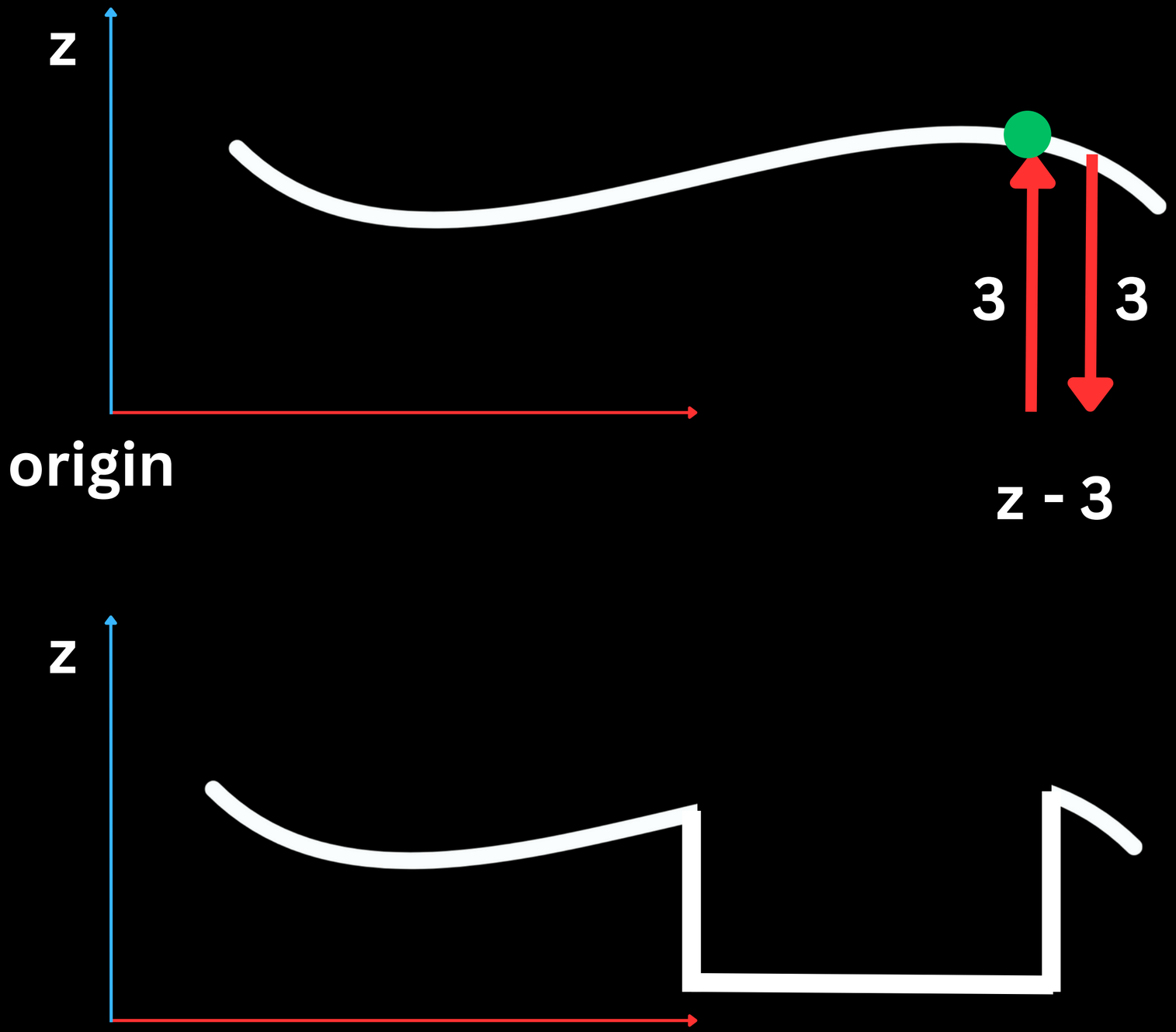

z
origin
x

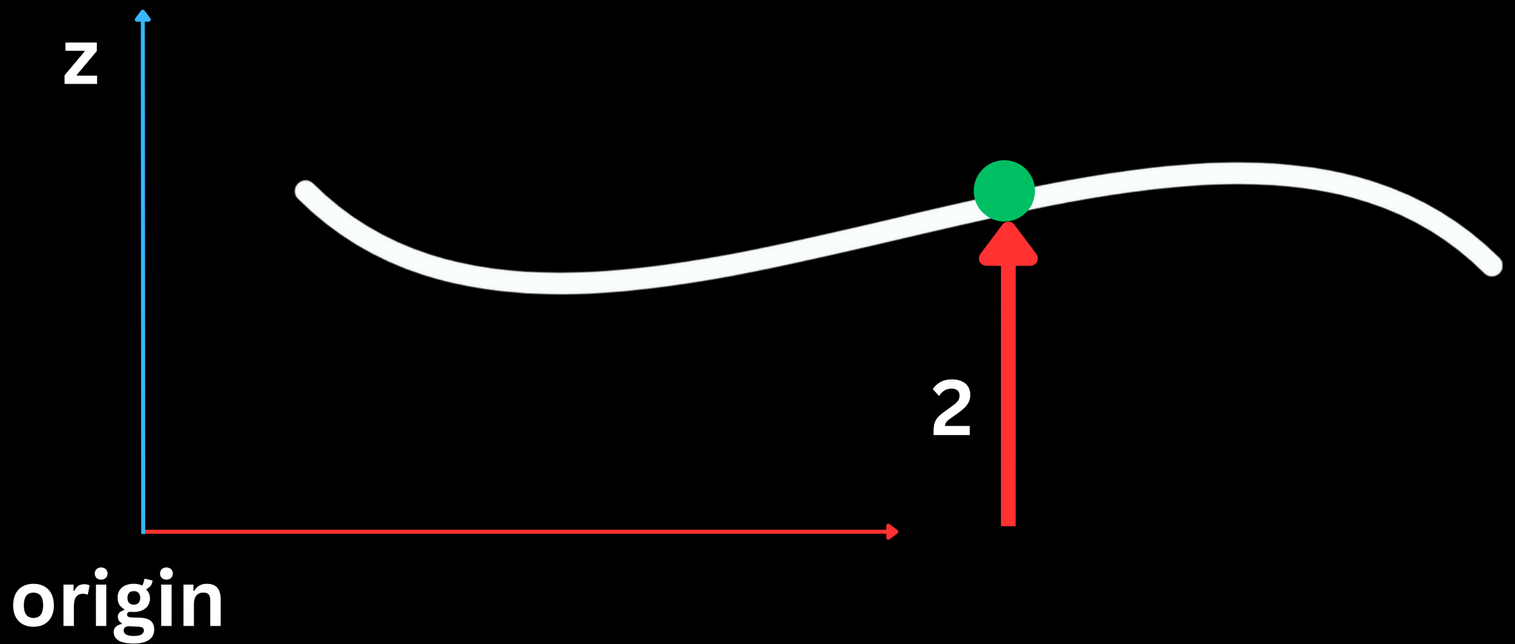

z
origin

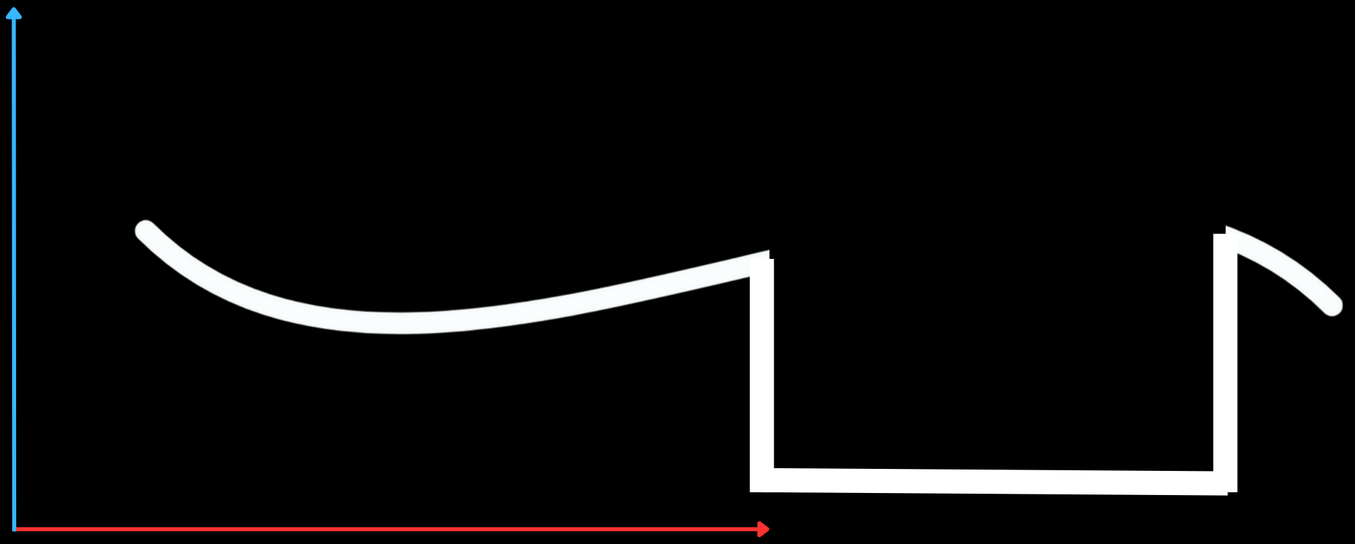

z

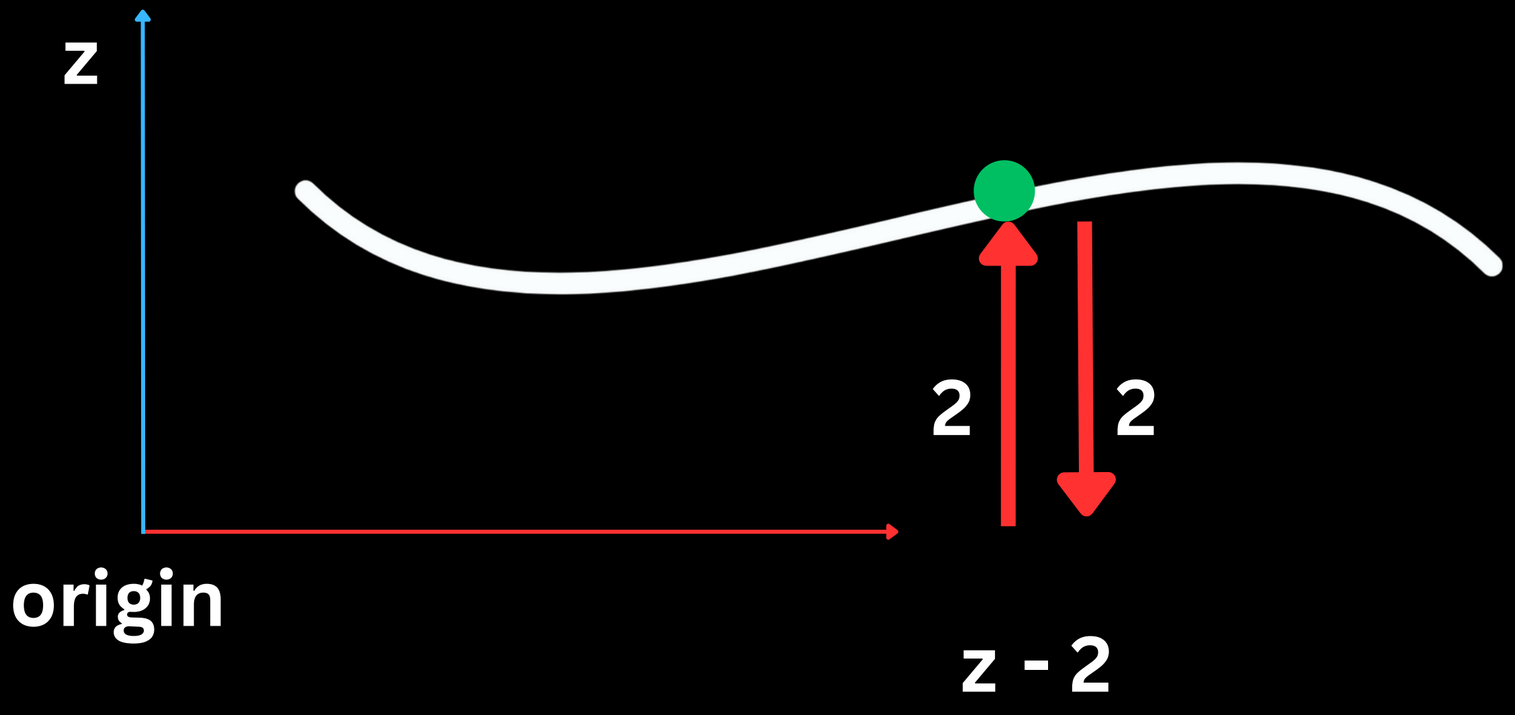

z
3
origin

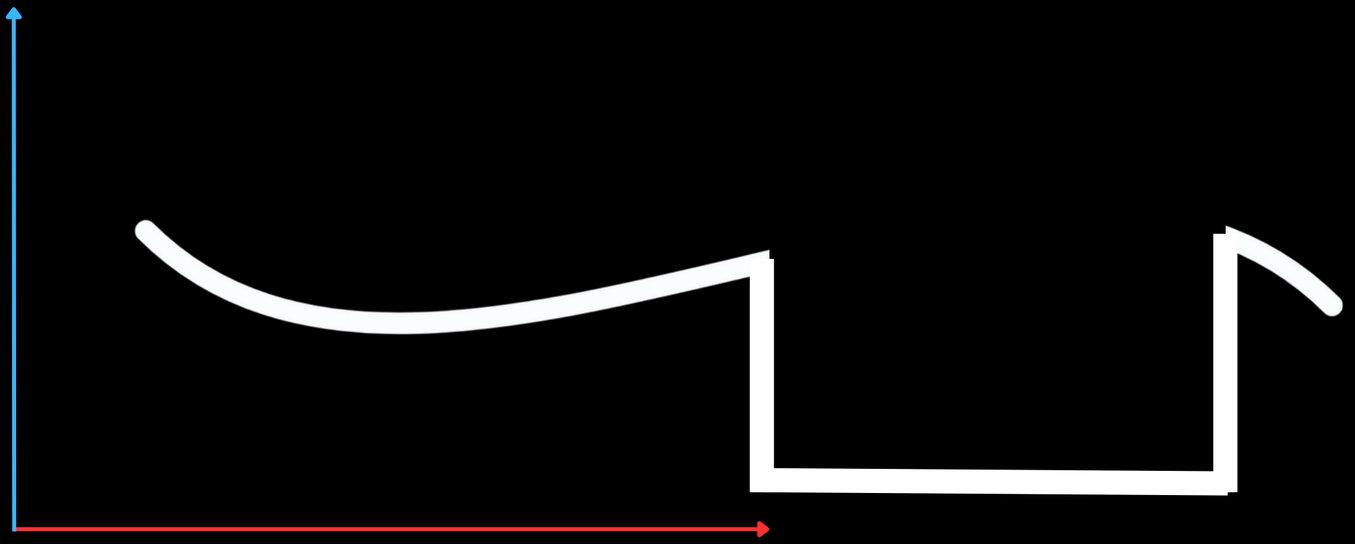

z

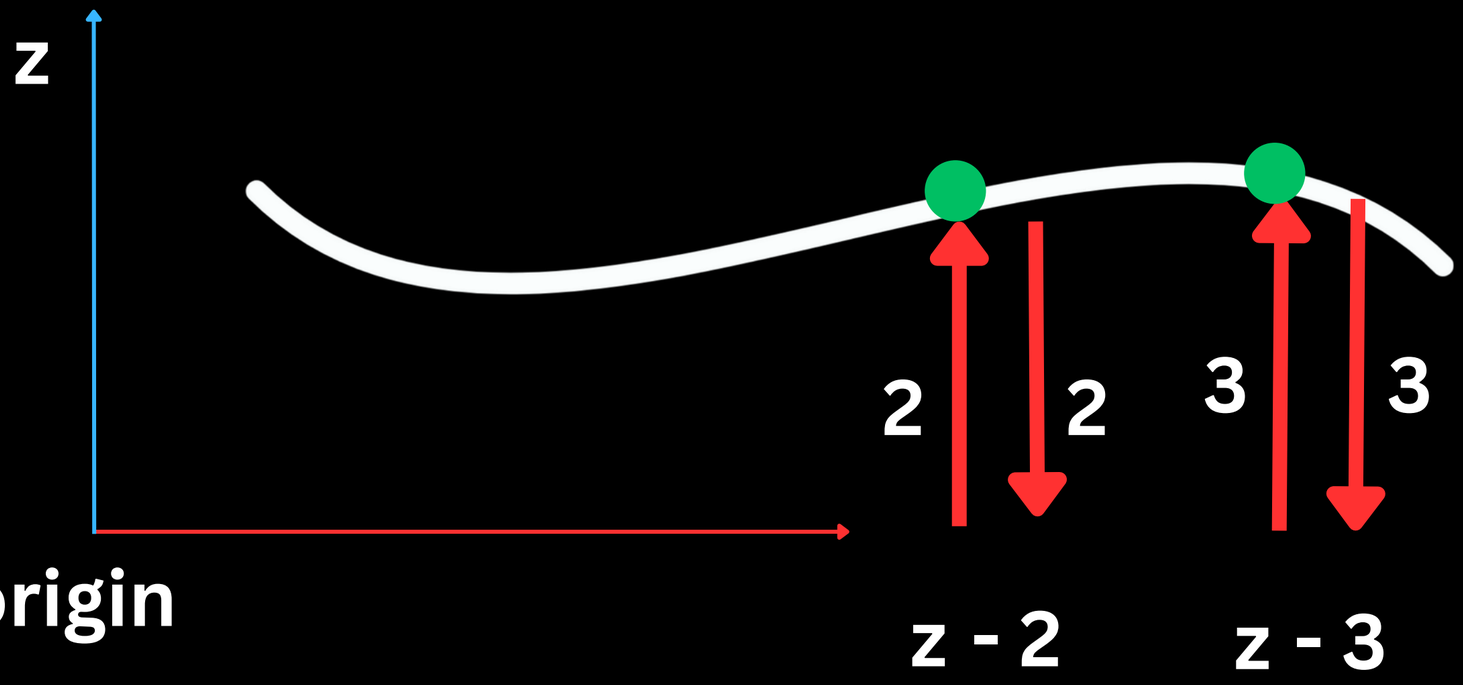

z
3
3
origin
z - 3
z


z
2
origin

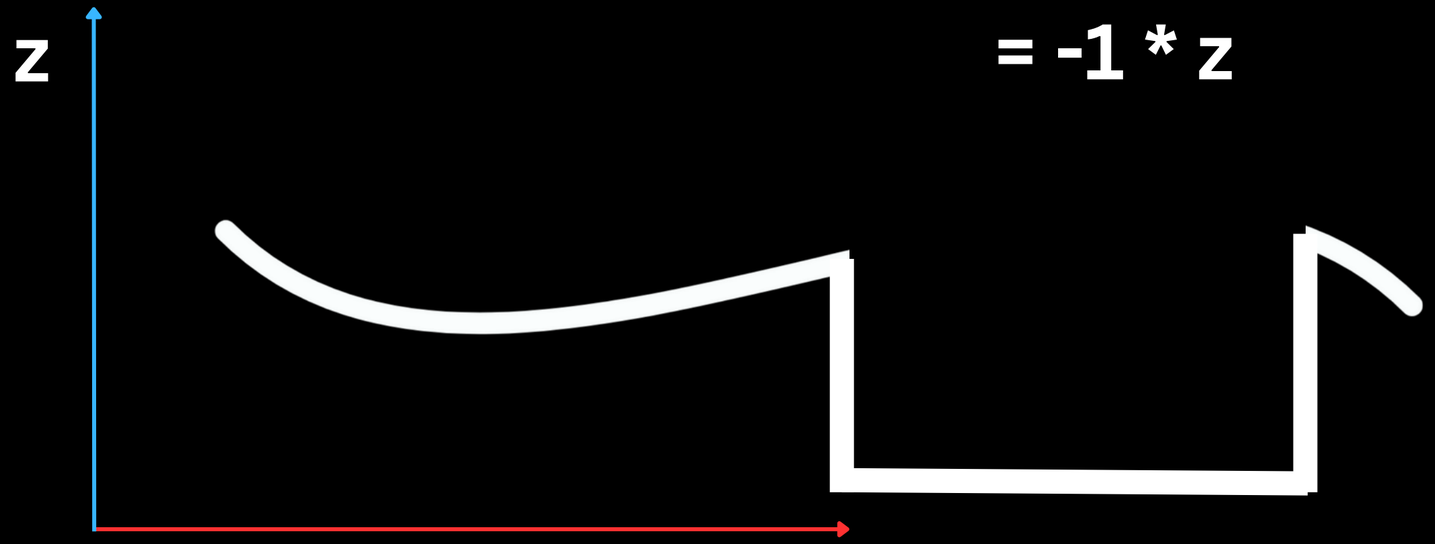

z

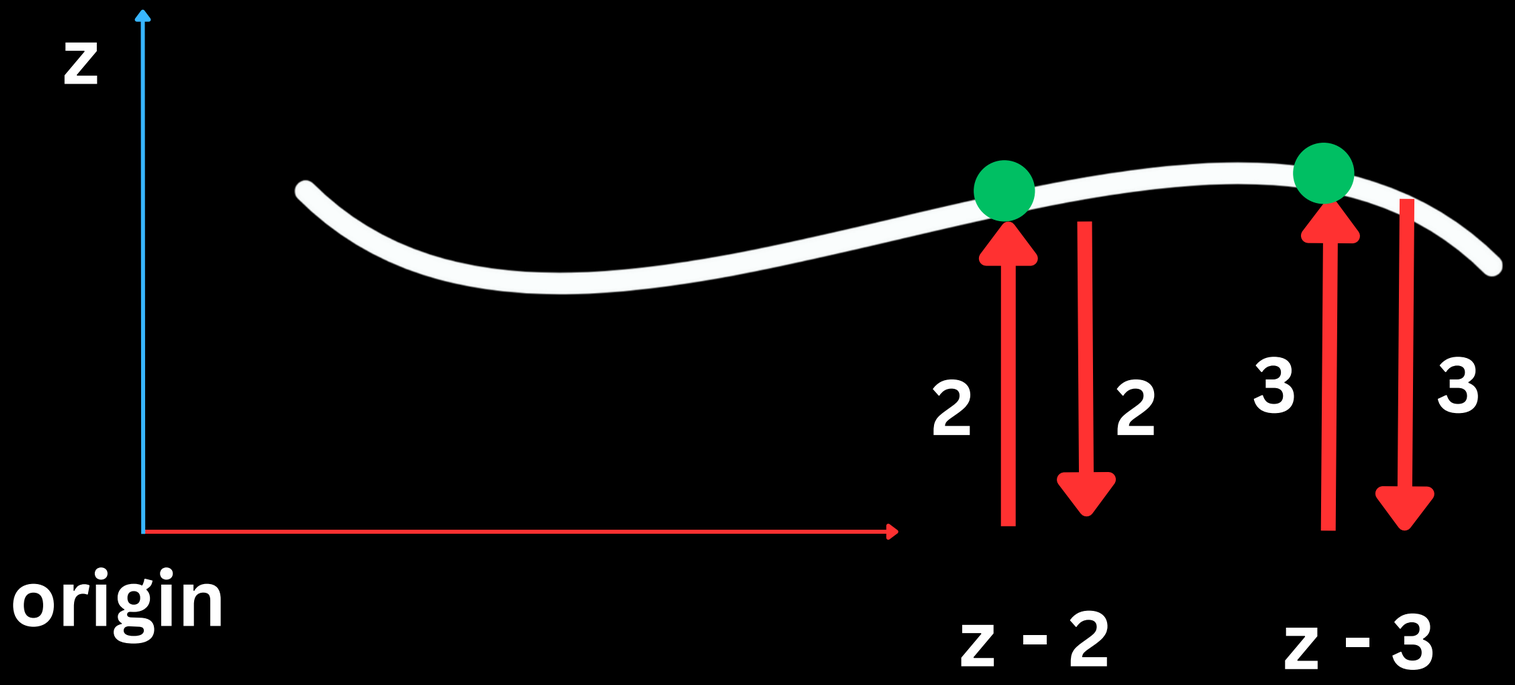

z
2
2
origin
z - 2


z

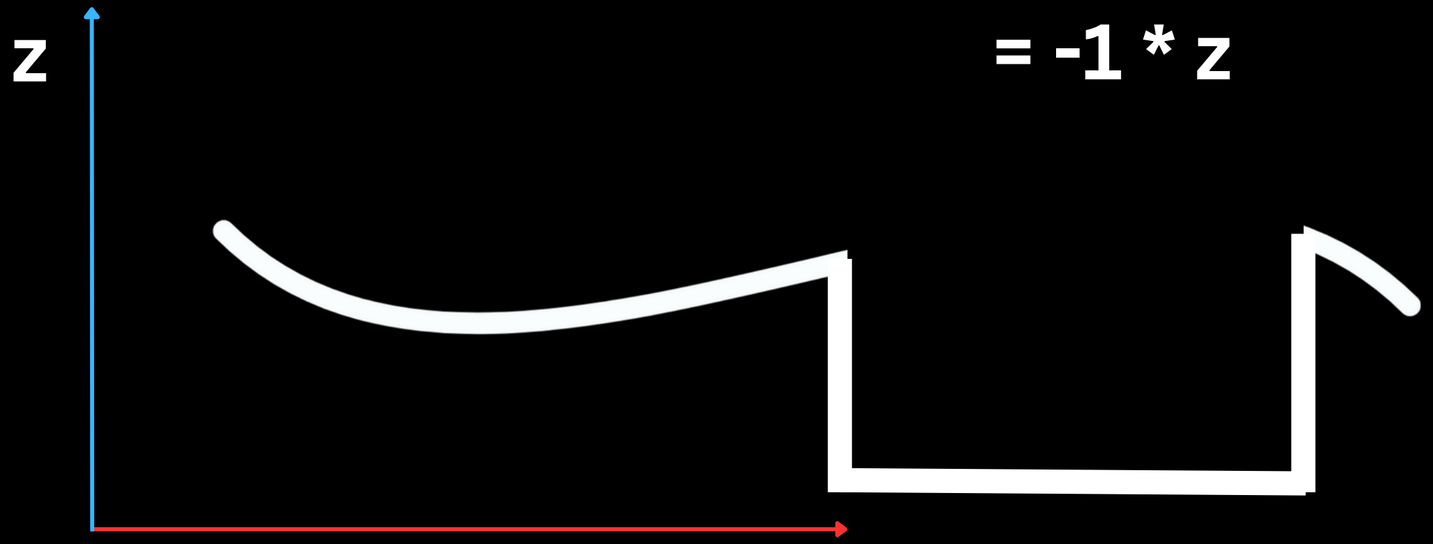


= -1 * z



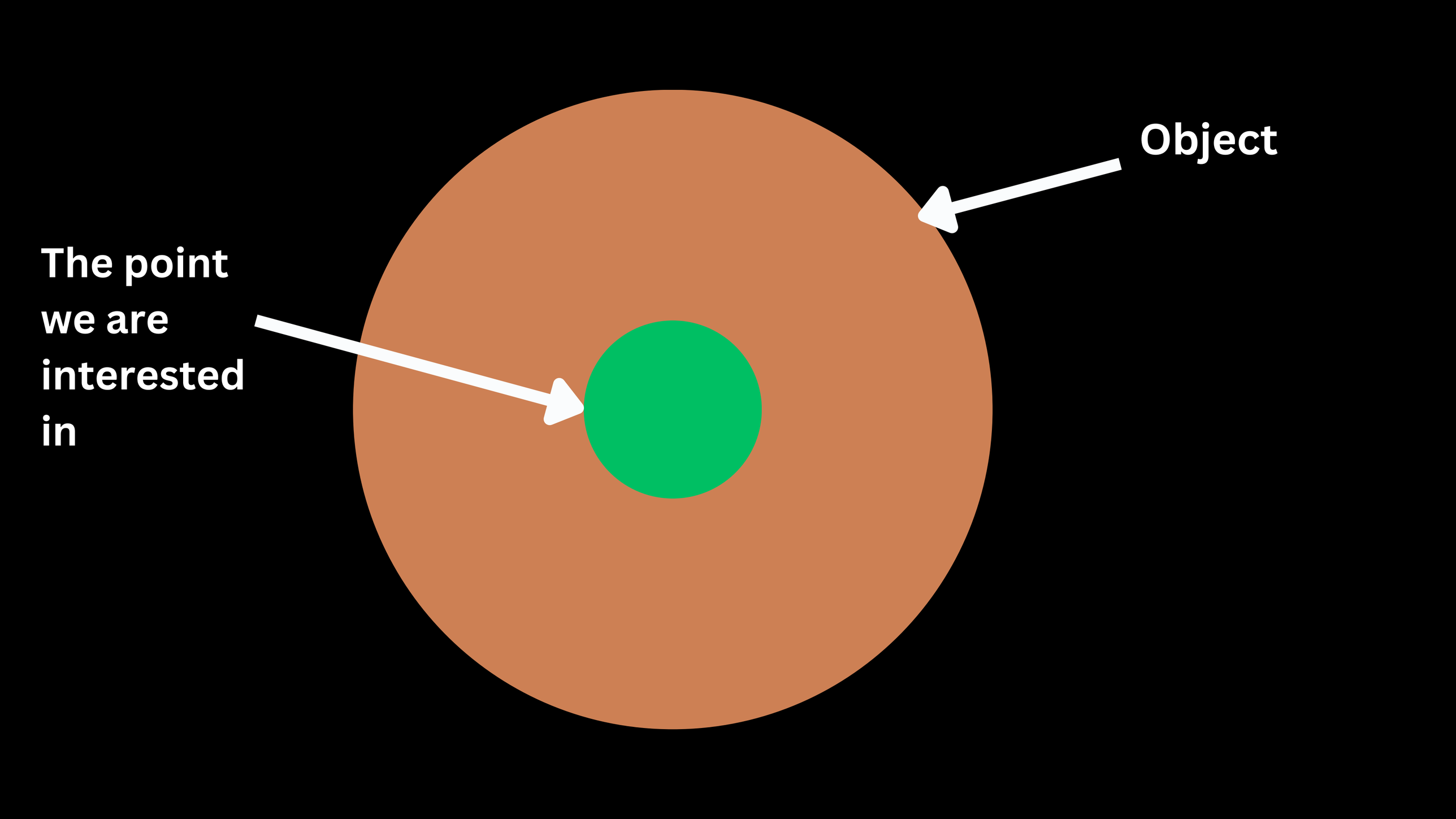


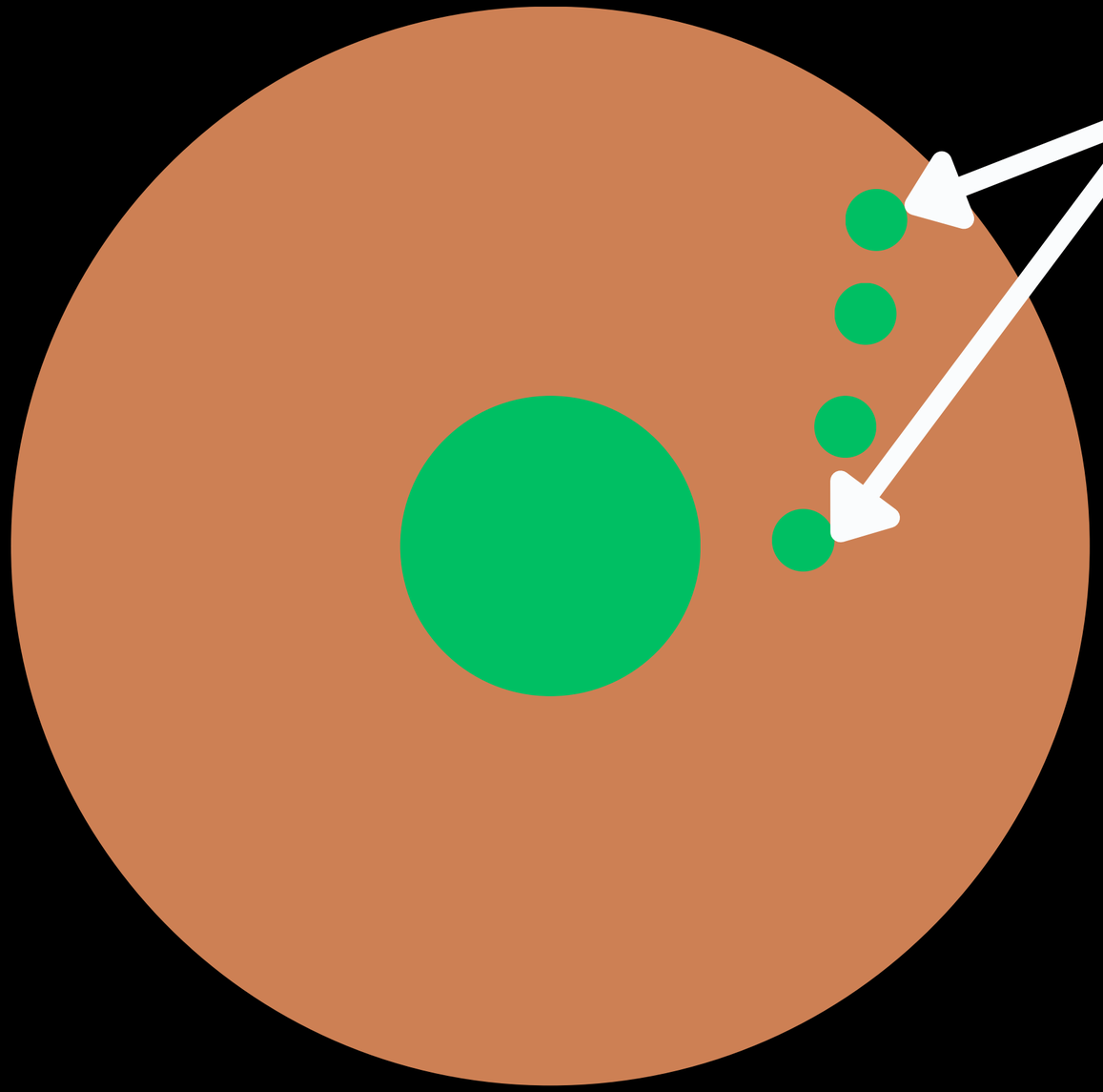
= -1 * z



To return the points to the z origin:

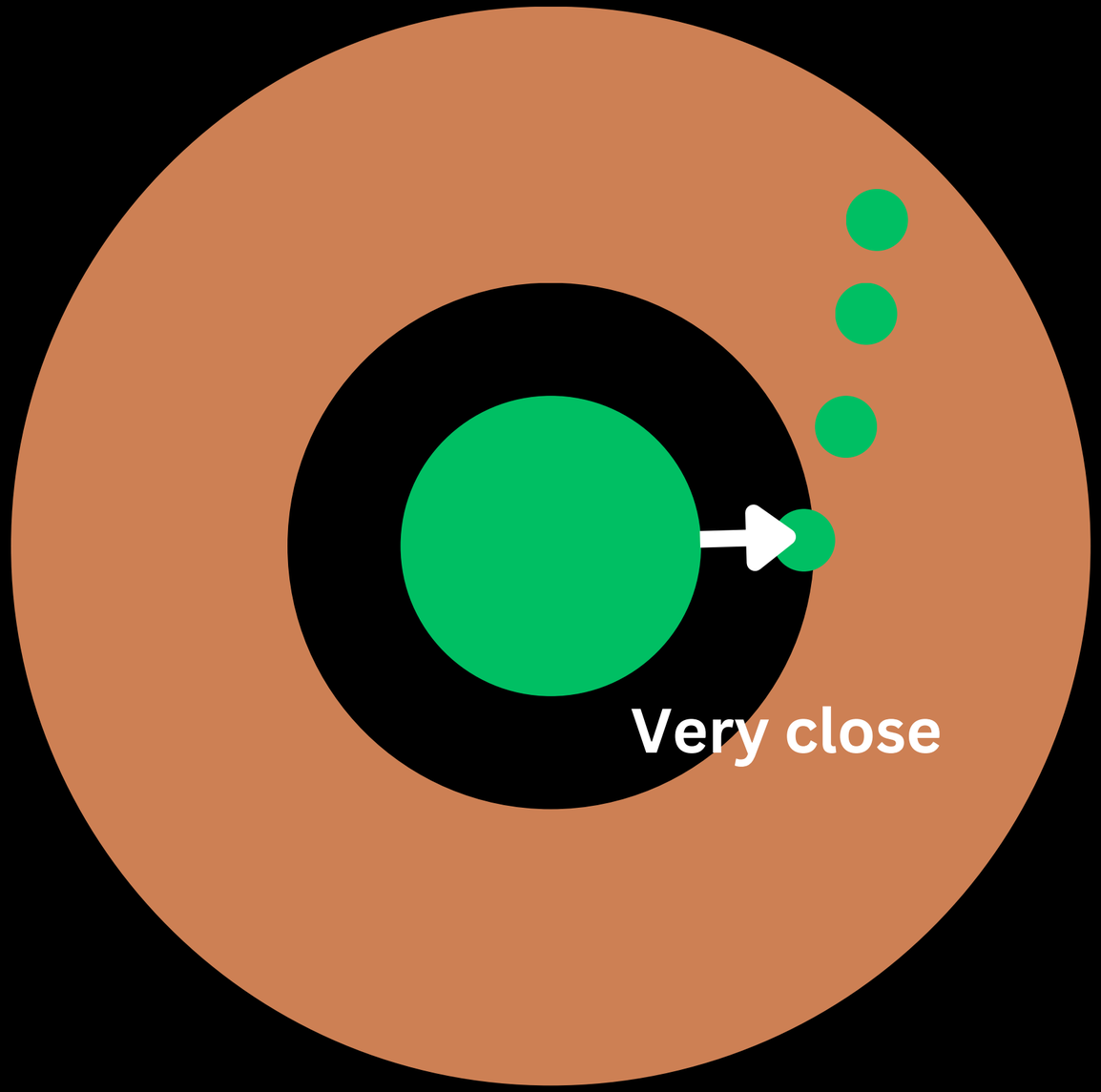
For each point offset its z position by the negative of its z position


Object
The point we are interested in



Other points in the object

(we have made them smaller because they are not our focus)



Geometry proximity is based on the closeness of another point to the target point

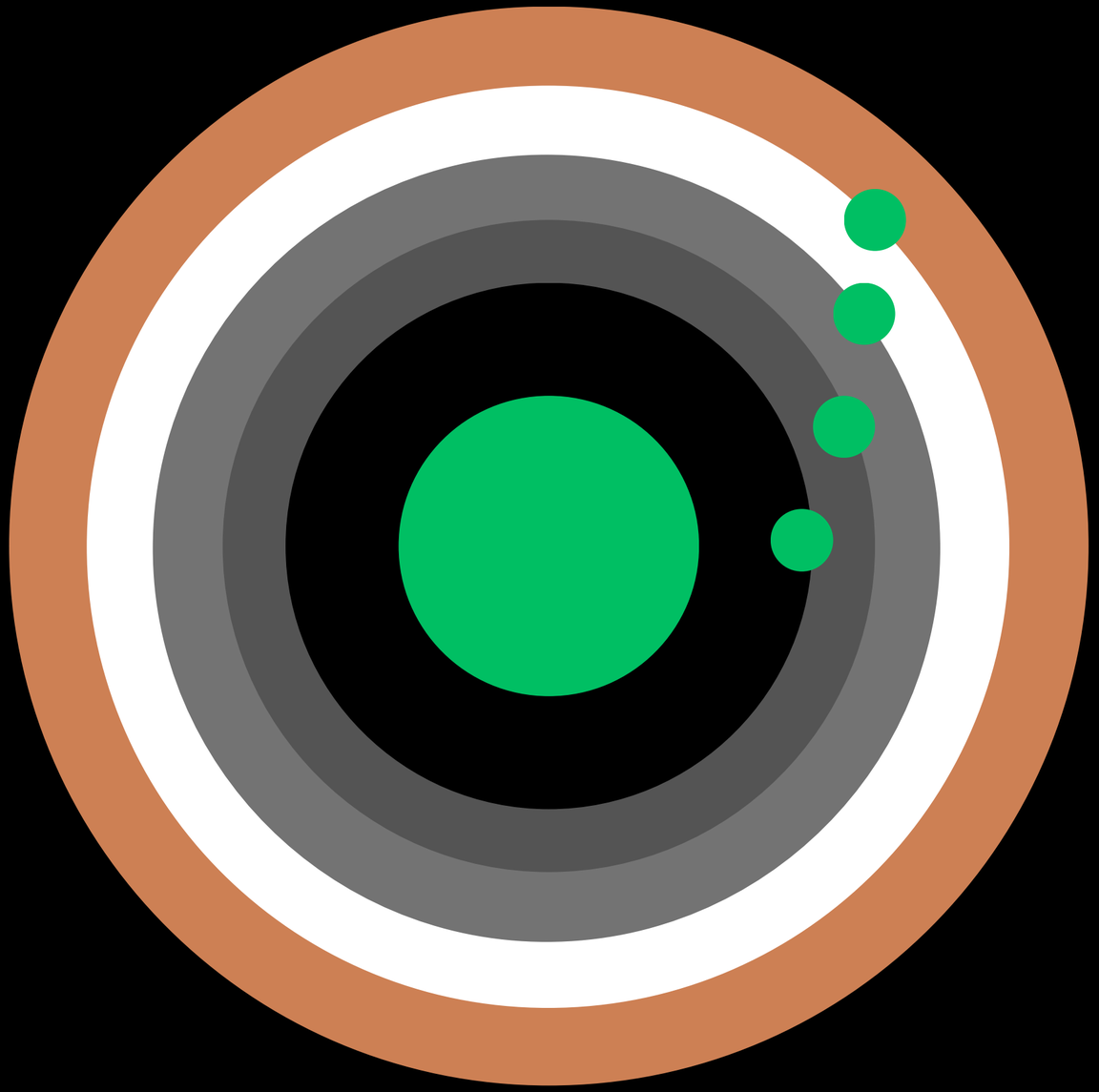
(Also true for faces and edges)

Farther

Far

Close

Very close



Geometry proximity is based on the closeness of another point to the target point

(Also true for faces and edges)