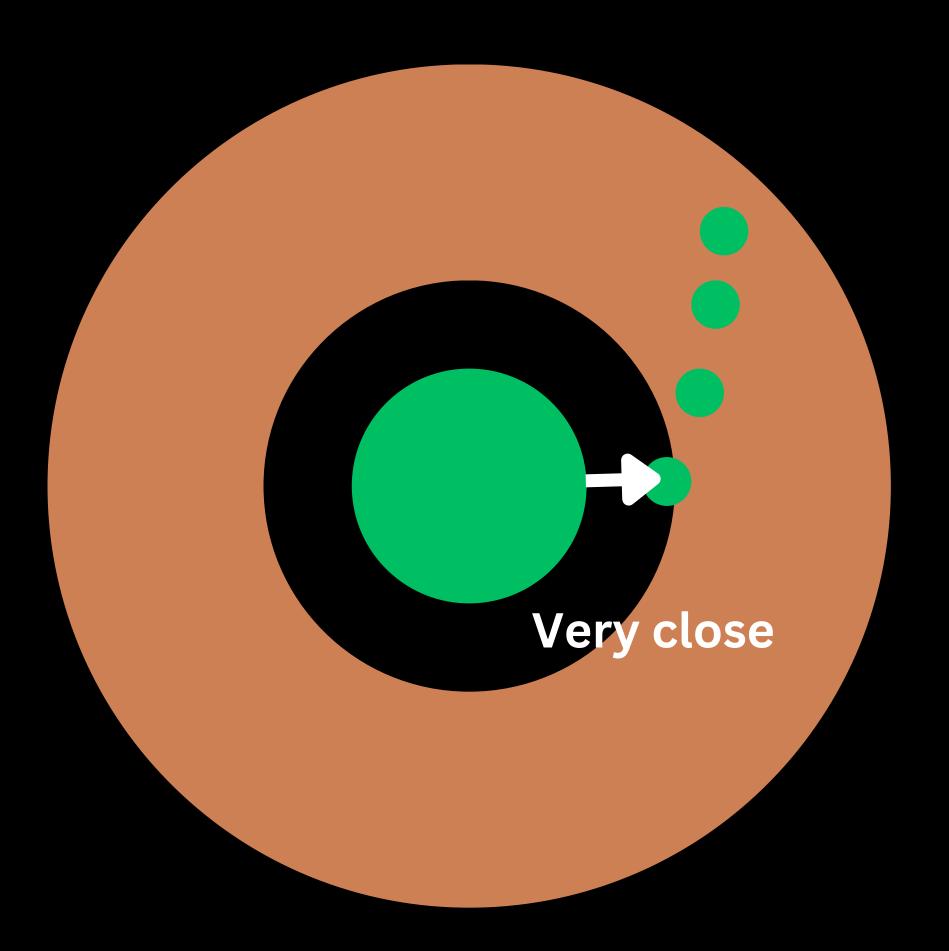


Other points in the object

(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

(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)