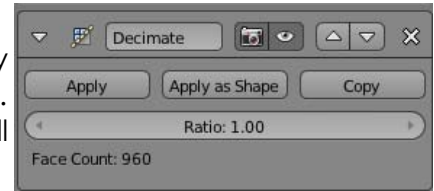


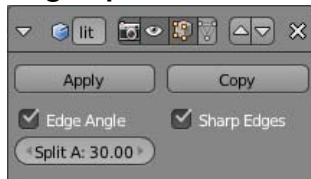
Chapter 12- Modifiers

Decimate

Let's say you made an object and subdivided it too many times or need to simplify it for using in the game engine. Changing the "Ratio", then hitting the "Apply" button will simplify the mesh.



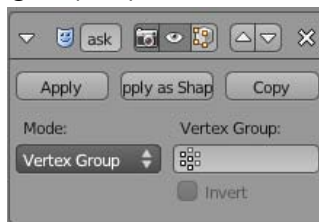
Edge Split



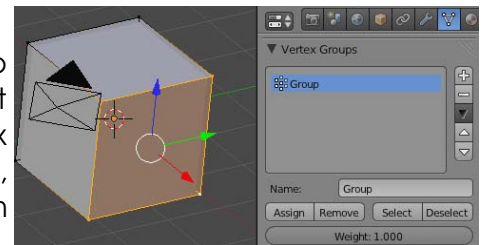
Edge split allows you to split a mesh into individual faces. Basically, you are taking the shared vertices at intersections and duplicating them so all faces have their own set of points. Edges are split depending on the angle setting. Hit "Apply" to see results, then enter "Edit Mode" to select those faces.

Mask

The Mask modifier allows you to select a vertex group previously created for the selected mesh and filter out everything else, or just that group. To create vertex groups, you need to go to the "Object Data" panel, create a new group and assign selected vertices to that group.

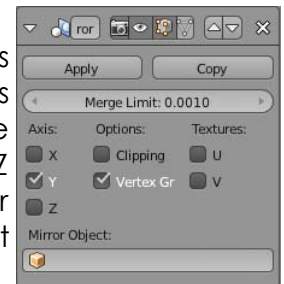


Vertex groups are used for many features in Blender, some being demonstrated in later chapters. After the group has been created, you can add the Mask modifier, select the group and any other desired features like the "Invert" option.



Mirror

When modeling a symmetrical object (like a face, body or car), it is useful to only model half the object. To do this, move the object's center point to the object's mirror axis and keep all vertices to one side of the mirror axis. Add a Mirror modifier and select the X,Y, or Z (or multiple) axis planes and other options. You can also use another object to mirror around. After you have shaped the object, hit "Apply" to set the mesh.



Multi-resolution

Multi-resolution allows you to add different levels of resolution quality to a mesh as rendered and displayed on the screen. Useful for speeding up working and rendering.

Screw

The Screw modifier allows you to create spiral objects differently than the "Screw" option found in the Tool Shelf in edit mode. The screw modifier works best with flat 2D objects like planes. By default, the feature uses the object's center point as its spin reference, but other objects can be selected. You can select the spin axis, angle, step quality, and turns (iterations).

