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Modeling

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Moving Polesv0.2

Examples of modeling procedures to change Poles' location

	Movement Position	Add Two Edges++	Remove Two Edges--	Add and Remove Edges (mixture) +-	Add and Remove Edges (alternative) +-
Linked					
3 Pole					
Opposed					
5 Pole					
Opposed					

	Up	Down	Sides (Spin Edge)	Diagonals Up	Diagonals Down
Linked					
3-5 Pair					
Opposed					

Vertices and Polygons Valence

23456>6

Added

Removed

Belonging Quads

Mirrored Procedure's Axis and Markers

edge bevel

face loop collapse

What to expect from (Linked) vertices Merge and Split operations

$4 + 4 = 4$

$3 + 3 = 2$

$5 + 5 = 6$

$5 + 3 = 4$

$A + B - 4 = C$
(In All-Quads 4 is baseline)

For single Poles the procedure requires global changes in topology by adding and/or removing edge loops.

To diminish that effect one can try to operate across symmetry lines or dump the changes to occluded areas, holes or N-Gons.

For pairs of 3-5 Poles the procedure is quite easy and changes are only local.

Some procedures can be also applied across the Mirror Axis, which is always vertical here for easy display purposes.

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