

[<< Back](#)

Modeling

[Opensubdiv Modelling Notes](#)

v0.4

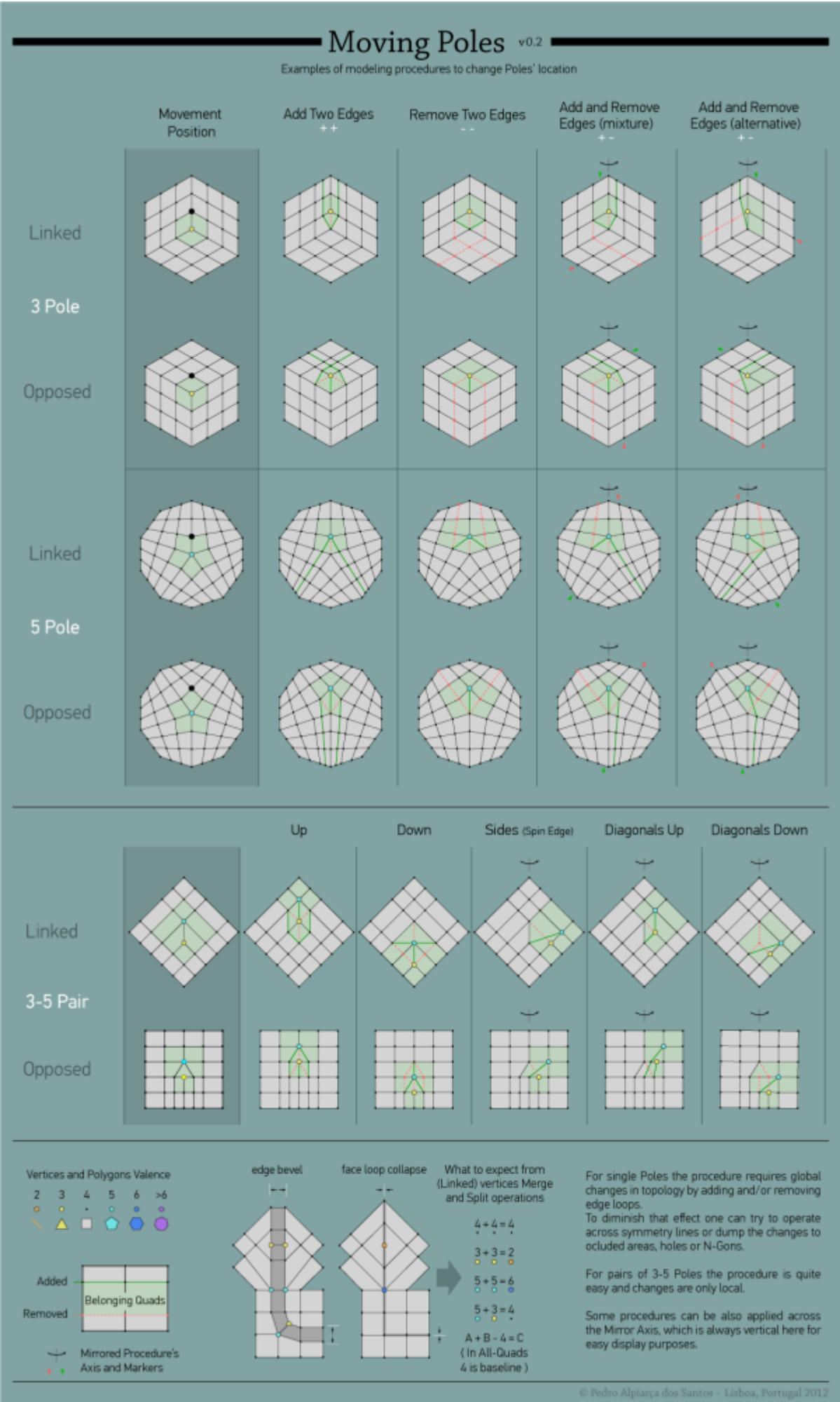
Different mesh configurations within the same boundary

Boundary's Vertex Number	4	5	6	8	10	12	n (Extrapolation)
Central Division							Subpatch Sharp Edges Calculation Each Subpatch Edge needs more than two hold edges to be sharp. So its a total of three edges per edge. $n = 3 \times \text{Enclosed Polygon Vertices No.}$
Parallel Division							Result in a Triangle $n = 2Z + 1$ Result in <u>Odd Quads</u> $n = 4Z$ Result in <u>Even Quads</u> $n = 4Z + 2$
Grid Division							Result in a Triangle $n = 2Z + 1$ Result in <u>Even Quads</u> $n = 2Z$
■ Quads ■ Squares ■ Triangles ■ Standing on Element ■ No. Vertices ■ No. Polygons	Central Two Quads sharing two edges. Two FourpointTris. Grid Four FourpointTris.	Odd Boundary's Vertex numbers result in a triangle.	Central The 3 Edge Pole.	Central Mirrored Flow. Lowest number for round meshes.	Central The 5 Edge Pole.	Central Enclosed Square with mirrored flow.	$n = \text{Boundary's Vertex Number}$ $2Z = \text{Multiple of } 2$ $4Z = \text{Multiple of } 4$ $e = \text{Edge Number}$

Linear Stepping

A small example of flows resulting of adding different Edge Loops to simple Stepping Elements.

[illegible]



From:
<http://floriandheer.com/wiki/> - **Brain II**

Permanent link:
<http://floriandheer.com/wiki/doku.php?id=start:knowledge:vfx:modeling&rev=1710305864>

Last update: **2024/03/13 05:57**

