

Welding Vertices

WeldVerts modifier / EditMesh dialog Weld Operation - Weld Adjacent Vertices Together.

Vertex welding collapses adjacent vertices which are within a distance less than or equal to the threshold(tolerance) value specified on the dialog box.

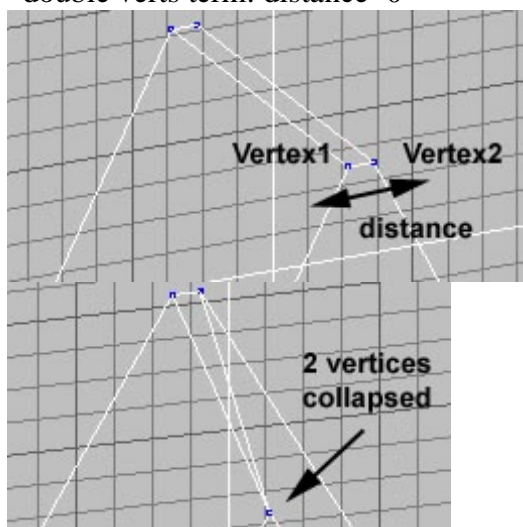
Note that welding of vertices can only occur within a single object and not between different objects.

Maximum Distance Between Two Vertices (Tolerance/Threshold)

If the distance between vertices is less than or equal to this number, then the vertices will be collapsed (welded) into one.

In WeldVerts modifier all vertices are included in computation, in EditMesh selected ones only.

*double verts term: distance=0



WeldVerts Modifier:

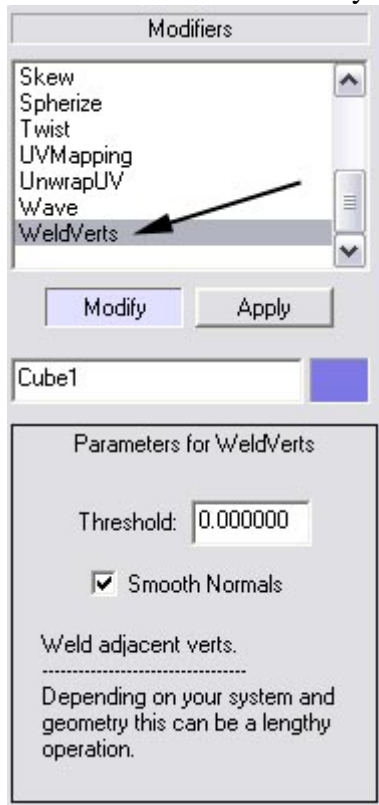
Select mesh(es) and go to Modify Panel. Can have more than one meshes selected.

Select WeldVerts modifier and press Modify button.

Set a threshold value (tolerance) or leave it zeroed and press Apply.

If no adjacent vertices found within distance a dialog will report: "No double verts found".

Increase tolerance value if you want more welding.



EditMesh - Weld operation:

Select mesh and go to Modify Panel. Must have only one mesh object selected.

Press Vertex button to enable Vertex editing.

Select two or more vertices.

Set a threshold value (input field next to Weld button) and press Weld.

