

Question

How do I remove Hard Edges from a mesh?

Summary:

By creating new surfaces from curves or by importing object in XSI sometimes some hard edges are generated, however you would like to remove these.

(eye icon> Show Boundaries and Hard Edges)

Answer

To remove unwanted Hard Edges, select the mesh then press E (for Edge mode) select every edges of the mesh, Once the edges are selected then select Model>Modify>Component>Mark Hard Edge/Vertex, however you will need to uncheck the Hard checkmark, By creating the Hard Edge it will generate an Mark HardEdge/Vertex property and a Edge_Auto Cluster. With the mesh selected simply freeze the operator stack, this will remove the Mark HardEdge/Vertex property. De-select and re-select the mesh, at this point the mesh should be a bright green. Open an explorer (or F3) and select the Edge_AUTO Cluster from the clusters folder then omit it.

By deleting the cluster it will re move any type of hard edges from your mesh

More Information

A quick note: If you export the mesh as a dotXSI format it "clean up" the geometry and will remove every hard edges

References

APPLIES TO: XSI 1.0,XSI 1.5, XSI 2.0 on NT,Win2K,Irix