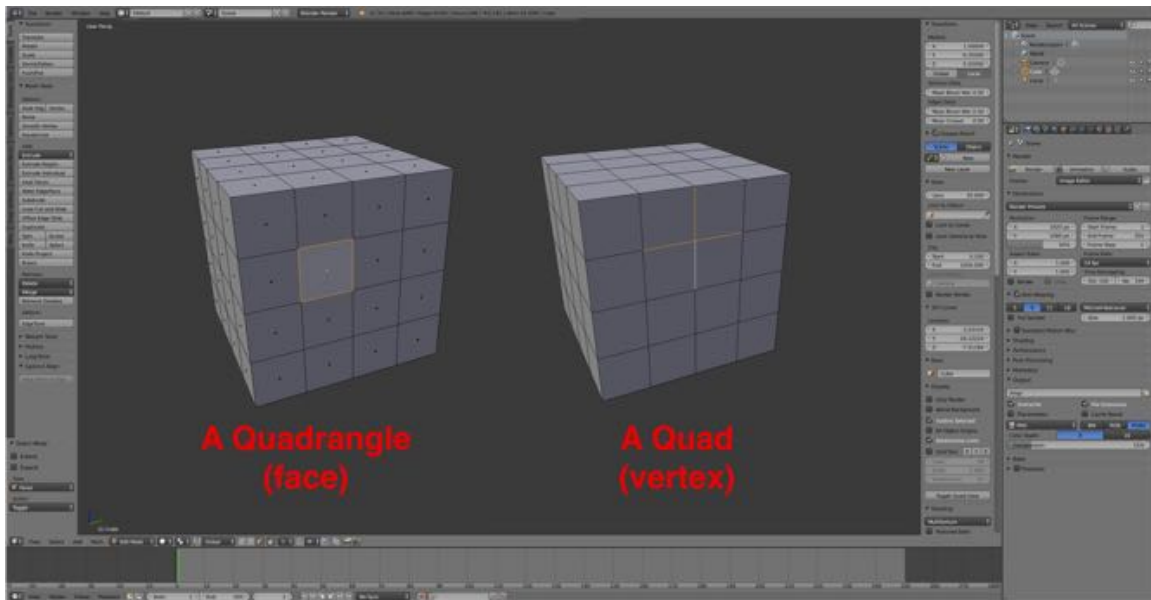


# Topology

Topology is the way in which constituent parts are arranged and interrelated. Good topology is important when modeling curved surfaces to which smoothing is going to be applied. It eliminates or minimizes pinching. It also makes adding changes to a partially completed model easier.

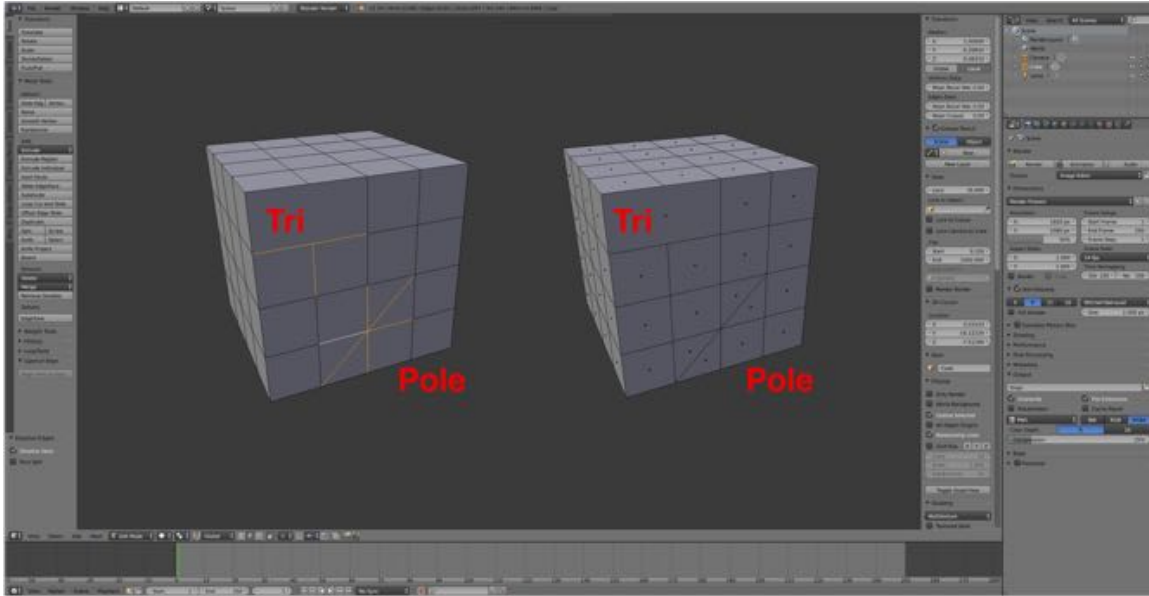
The rule of thumb for good topology is to try and construct your meshes with quads only and of roughly equal size.

A quadrangle is a face with four edges. A quad is a vertex with four attached edges.



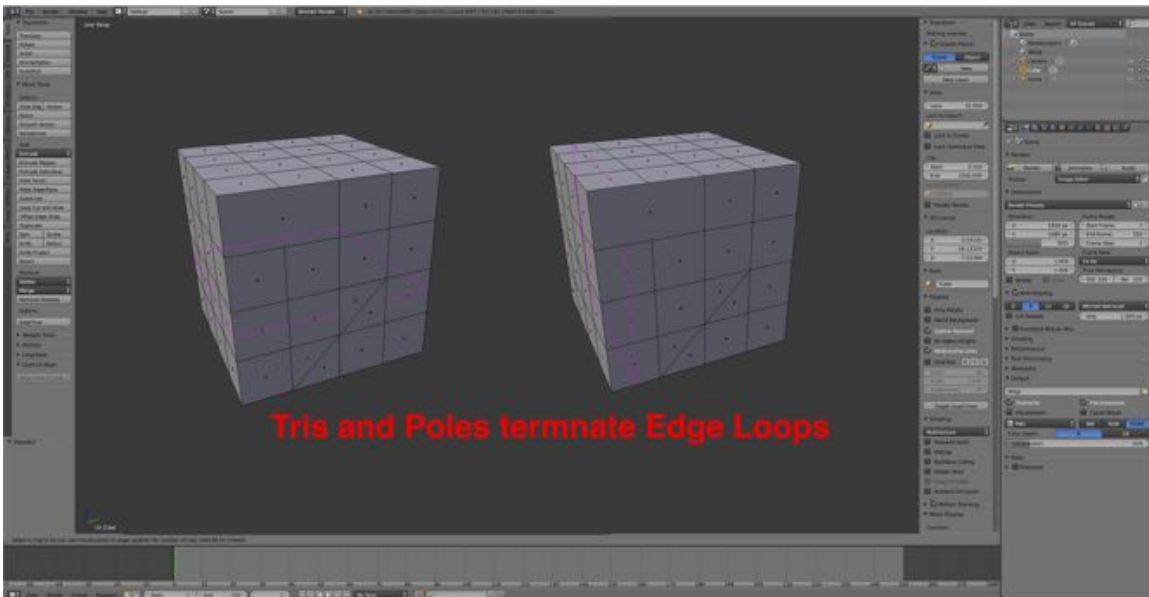
627

To be avoided are Tris, vertices with only three attached edges and poles, vertices with 5 or more attached edges.



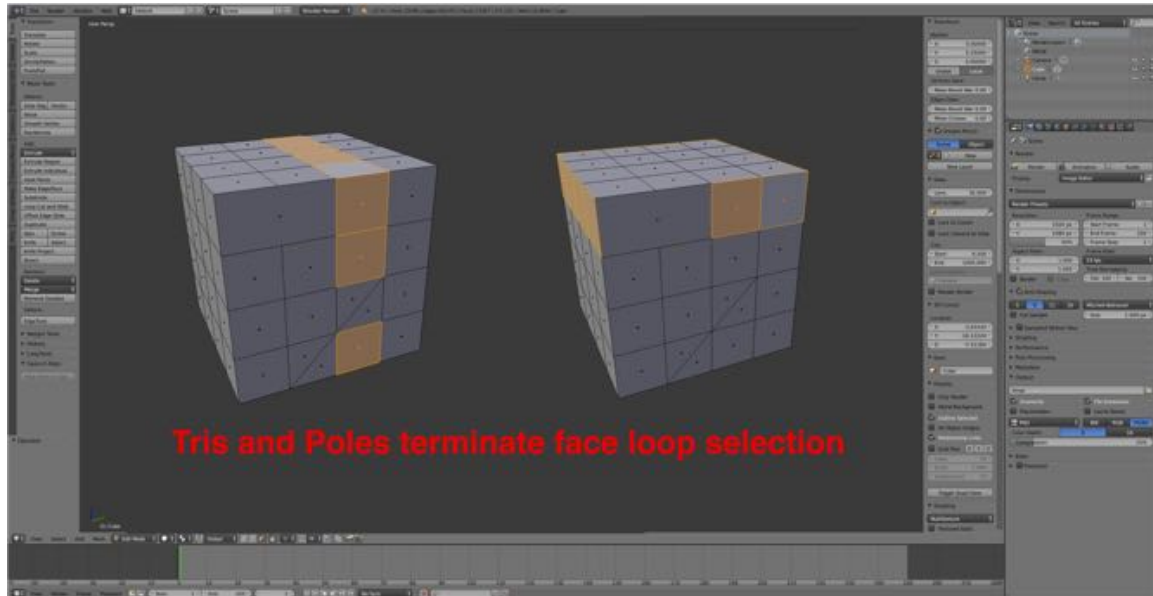
628

Tris and poles terminate edge loops and placement of edge `loops when using the Loop Cut and Slide Tool, making it difficult to model when surface modeling.



629

Tris and poles also terminate quad paths (face loops) when using the Loop Selection Tool (CTRL + RMB).



630

## For More Information:

Blender Reference Manual,

H. G. Wells, **Blender Modeling: Proper Topology**

<https://www.youtube.com/watch?v=ggADPN06mSk&feature=youtu.be>

CG Cookie, **Modeling a Porsche 911 GT3 RS - part 01**

<https://vimeo.com/7995299>

A rather long tutorial and in a pre 2.5 version of Blender by it emphasizes the importance of topology when surface modeling.