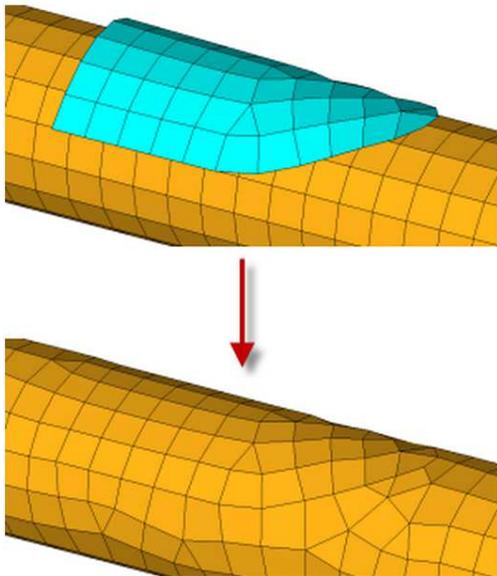


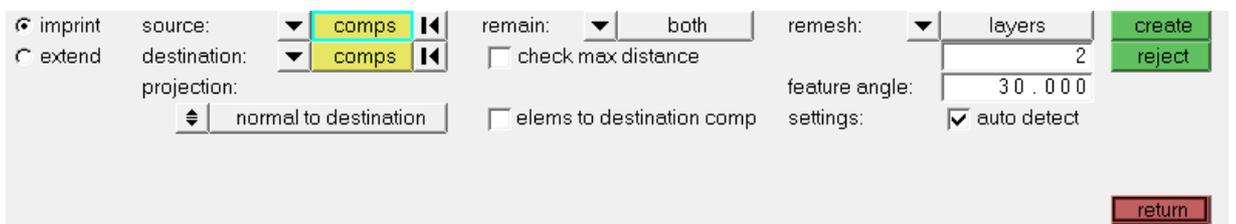
**HW Product:** HyperMesh  
**HW Version:** HyperWorks 11.0.130  
**Category:** Tools & Utilities  
**Topic:** Mesh Imprint  
**Author:** Rahul Ponginan

**Topic details:** You can now use the **imprint** subpanel to cause mesh from different, overlapping components to sync or line up with each other, in order to facilitate better connection modelling between them.



## Procedure:

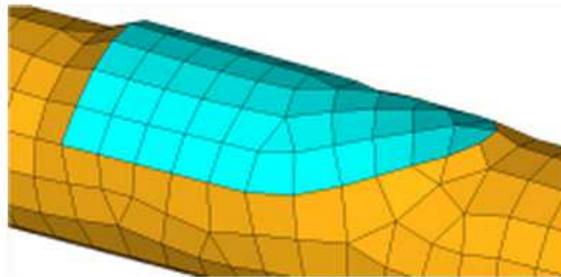
1. Select the elements that you need imprinted into the destination mesh when the imprint is performed in the **Source** entity selector



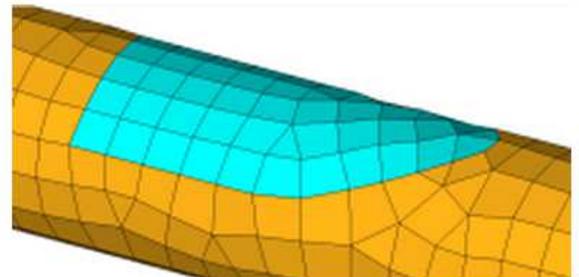
<input checked="" type="radio"/> imprint	source: ▼ comps	remain: ▼ both	remesh: ▼ layers	create
<input type="radio"/> extend	destination: ▼ comps	<input type="checkbox"/> check max distance	feature angle: 30.000	reject
	projection: ▼ normal to destination	<input type="checkbox"/> elems to destination comp	settings: <input checked="" type="checkbox"/> auto detect	
				return

2. Select the elements which are intended to assimilate the imprint mesh in the **Destination** entity selector.
3. Use projection to choose the direction that the source mesh is projected; the default is **normal to destination**, meaning that the mesh will be extended from the source in a direction that is normal to the destination mesh. Alternatively, you can use the standard plane and vector selector to define the direction

4. Use **remain** to pick which of the original meshes will remain, if you select both the source will remain and an imprint of the source will be in the destination.



remain: source



remain: destination

5. Use check max distance option if you need the Imprint to not occur if the distance between any portion of the **source** and **destination** exceeds a particular value (that you can type into a field).
6. Click on the Create (button) to Apply the imprint based on the provided input. Or the Reject (button) to reverse the last imprint action. (Note that the imprint is finalized if you leave the panel, so you cannot reject it if you leave the panel and then return again)

With complex source meshes use the remesh: **layers** option to specify a maximum number of rows or layers of surrounding elements that can be part of the remesh (much like washer layers). Or you can select **all** which will potentially remesh the entire source and destination component in an effort to produce the best imprint mesh.

Uncheck **settings auto detect** to manually pick the element type (quad, tria, mixed, R-trias, or quads only) and element size used by the **remesh** options if necessary.

Use the **feature angle** field to control what features the imprint will overlap in the destination. If the destination mesh contains an angle greater than this number of degrees, the imprint will not overlap that line in the destination.



In these examples, the dotted green lines indicate the area where imprint will take place when using a **feature angle** of 30 degrees.