

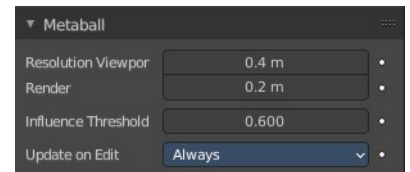
## 25.12.4 Editors - Properties Editor - Object Data Properties Tab - Metaball Object

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### Metaball panel

#### Resolution Viewport

The 3D Viewport resolution of the generated mesh. The lower the higher the resolution.

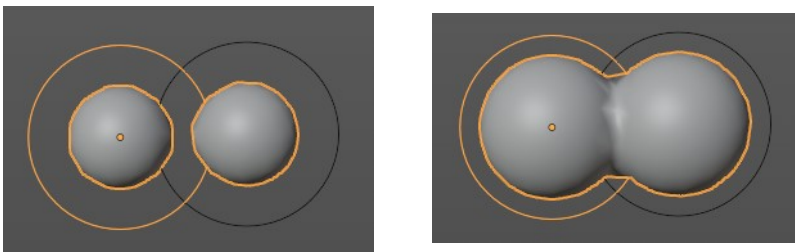


#### Render

The rendered resolution of the generated mesh. The lower the higher the resolution.

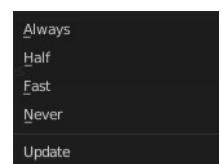
#### Influence Threshold

How much the surface of a meta object influences the surface of other meta objects. The lower the value the higher the influence, and the bigger the meta element of the meta object.



#### Update on Edit

Define how the metas updates on editing.



## Always

Fully display the meta during transformations.

## Half

During transformations, display the meta at half its Wire size resolution.

## Fast

Do not display meta during transformations.

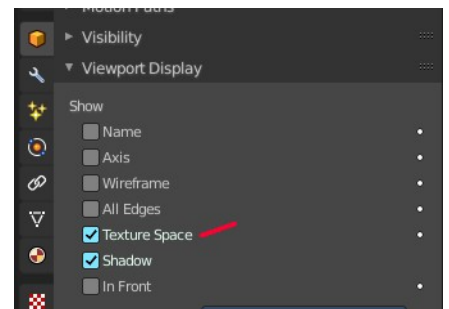
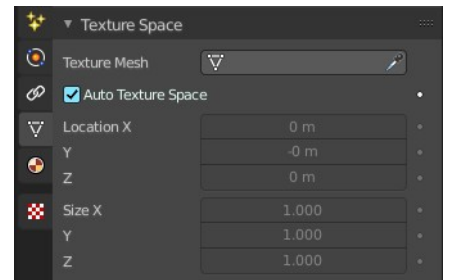
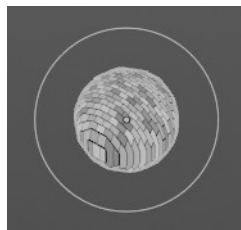
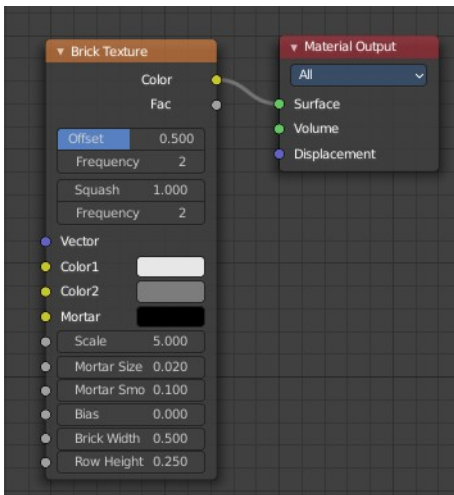
## Never

Never show meta mesh at editing. It is just shown while rendering then.

## Texture Space panel

UV mapping can be generated. A procedural brick texture uses generated UV space for example to define the mapping.

In this panel you can adjust settings of the texture space used by generated texture mapping.



The display of the texture space cage can be activated in the Viewport Display in the Object properties.

## Texture Mesh

Use another curve for texture indices. The vertex of the two objects must be perfectly aligned. Otherwise the UV map will be distorted. Note that, this is only for mesh objects.

## Auto Texture Space

Adjusts the active object's texture space automatically when transforming the object.

## Location, Size

Adjust the location and size of the texture space manually if Auto Texture Space is off.

The texture space can also be adjusted in the 3D Viewport. See [Object Menu / Transform / Move and Scale Texture Space](#)

