Hybrid Mesher

- **General**
  - Surface mesher used by the Tetmesher
- **Strengths**
  - QUAD dominant mesh on *any* surface
  - Recognizes mesh seeds, hard points
  - Curvature check automatically refines mesh along highly curved edges
  - Mesh is generally more regular or “well-ordered” than Paver but not as regular as Isomesh
- **Limitations**
  - Does not recognize hard curves
  - Generally, generates more TRIAs than Paver
  - Generally generates poor elements/meshes on “problem” geometry (i.e., slivers, re-entrant corners, short edges)
  - Restricted by surface boundary, i.e., each surface is meshed independently and not collectively
- **When to use**
  - ✓ Preferable to Paver for some geometries
  - ✓ An alternative when the Paver produces a poor or unacceptable mesh
  - ✓ Don’t mind a few extra TRIAs
  - ✓ Don’t have hard curves
  - ✓ Geometry is not “problem” geometry