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Smooth By Angle Modifier

Sets the sharpness of mesh edges based on the angle between the neighboring faces.

Note

This is a geometry nodes asset that is included in the bundled [“Essentials” asset library](#).

Tip

This modifier can easily be added to an object with [Shade Auto Smooth](#) or removed with [Shade Smooth](#) or [Shade Flat](#).

Options

Angle

Maximum angle between face normals that will be considered as smooth.

Ignore Sharpness

Smooth all edges, even if they have been marked as sharp.

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