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Set Shade Smooth Node

The *Set Shade Smooth* node controls whether the mesh's faces look smooth in the viewport and renders. The smooth status of both edges and faces can be controlled, corresponding to the `sharp_edge` and `sharp_face` attributes. The input node for this data is the [Is Face Smooth Node](#).

Inputs

Mesh

Standard geometry input.

Shade Smooth

When true, the selected faces will be marked to render smooth shaded. Otherwise the faces will be rendered flat shaded.

Selection

Boolean input for selecting which faces will have the Shade Smooth value applied.

Properties

Domain

Whether to write smoothness of mesh faces or edges.

Outputs

Mesh

Standard geometry output.

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