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.