

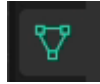
# Blender – Fundamentals of Modeling

---

## Section 2 – Mesh Editing

---

### Shade Smooth

Description	Command/Icon
<b>Shade Smooth</b> Interpolates the normals between two faces for each pixel based on distance. Results in smooth shading	In Object Mode: Right-Click -> Shade Smooth
<b>Shade Flat</b> Shows each face without smooth shading	In Object Mode: Right-Click -> Shade Flat
<b>Mark Sharp</b> Marks edge(s) as sharp so they aren't shaded smooth	In Edit Mode: CTRL + E -> Mark Sharp
<b>Clear Sharp</b> Removes sharp from an edge so it's not shaded sharp when the mesh is shaded smooth	In Edit Mode: CTRL + E -> Remove Sharp
<b>Auto Smooth</b> Shades the mesh as smooth. All edges above the Auto Smooth threshold are shaded sharp, but all edges below it are shaded smooth	Object Data Properties -> Normals -> Auto Smooth  <i>Figure 1 - Object Data Properties Icon</i>