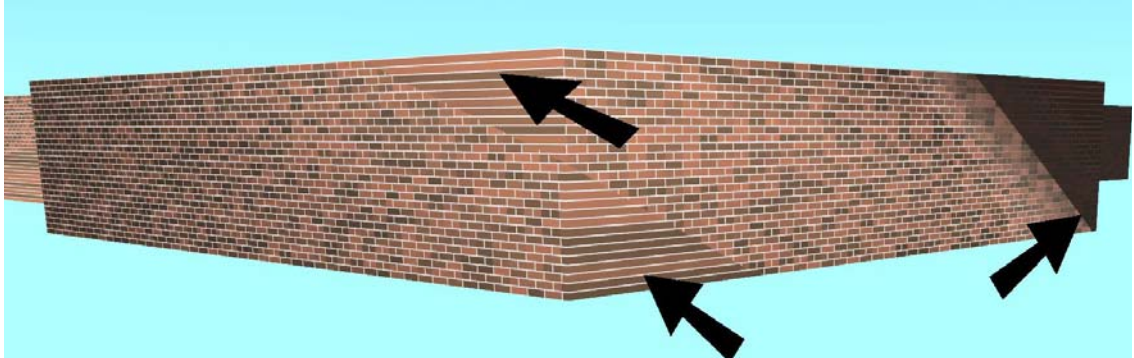# AccuRender Smoothing Control

The Problem

Do you model with polylines that have width and thickness? Does the material that you apply loose its detail around the corners? Does the material look washed out in the corners?

Smoothing is an **AccuRender Mesh Property**. AccuRender will attempt to smooth the corners of polylines when **Smooth Shading** is set to **Default**.

When **Smooth Shading** is set to **None**, the adjacent faces on AutoCAD meshes are approximated as a single, smooth, continuous surface when the angle between the normal directions of adjacent faces is small.

Normally, the default angle for **Smooth Shading** is 45 degrees. When the normal directions of adjacent faces form an angle of 45 degrees or less, the two surfaces are rendered as a single continuous surface. Typically, at larger angles, the two faces will render distinctly, and a line between them may be visible.

The exception is polylines. AccuRender will attempt to smooth them even when the smoothing angle is more then 45   degrees like in the picture above.

It is also interesting that if the above walls were built as solids (regions that extruded into solids) they would not render with the smoothing issue.

The Fix

When working with polylines, change **Smooth Shading** to **None**. This is an object property and is accessed from the AutoCAD **Properties** command in the AccuRender Rendering Properties section. When set to **none**, the entire mesh renders as a faceted object.

How to Set Smooth Shading to None

1. Highlight the object.

2. Start the AutoCAD's Properties command.

3. Scroll to the AccuRender Mesh Properties section.

Note	If the chevron arrow to the right of the category title is point up, pick it to cascade out the options.

4. To the right of Smooth Shading, pick default and scroll to select none.
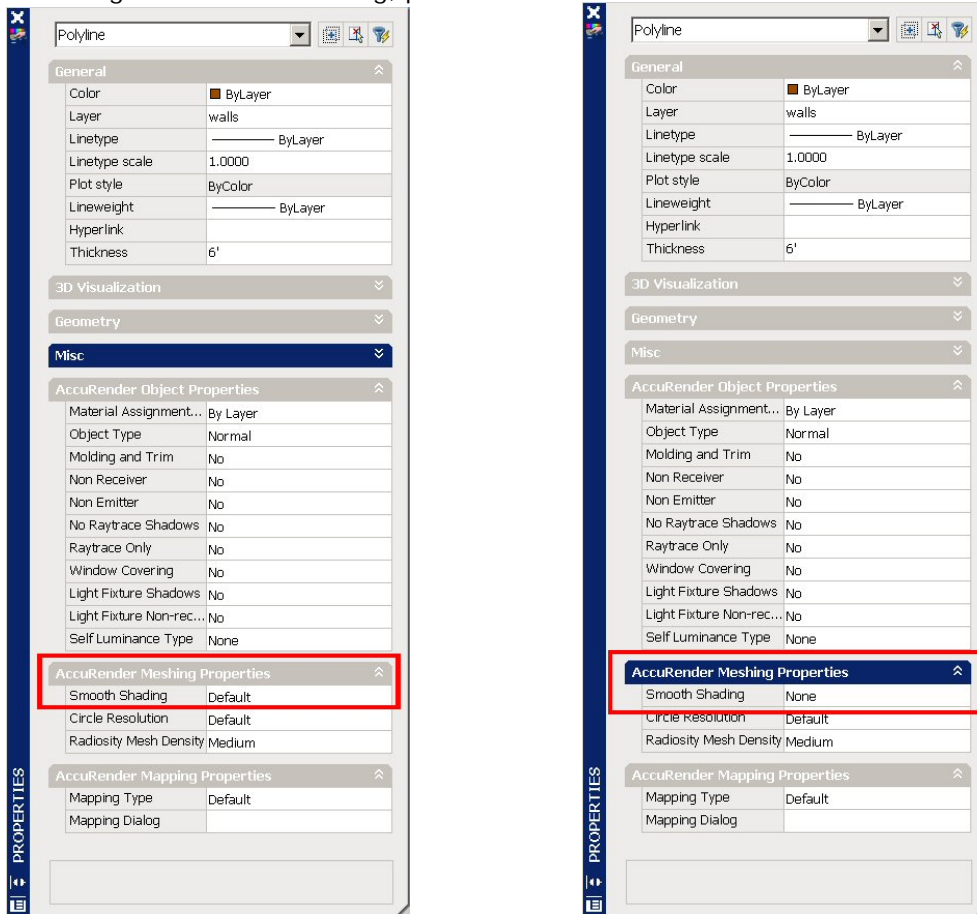
5. Render to test. The smoothing should be gone.