

## 12.1.29 Editors - Geometry Nodes Editor - Header - Add Menu - Mesh - Normals

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### Detailed table of content

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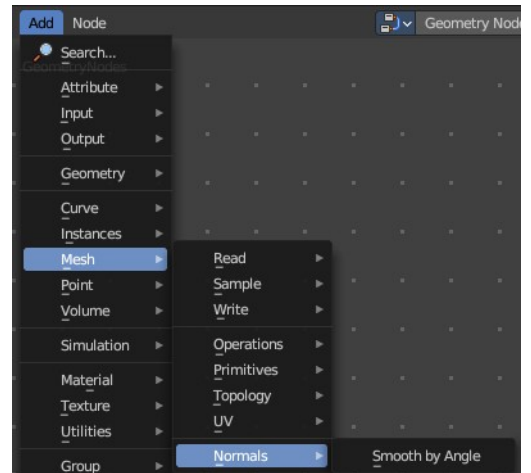
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### Add menu - Mesh - Normals

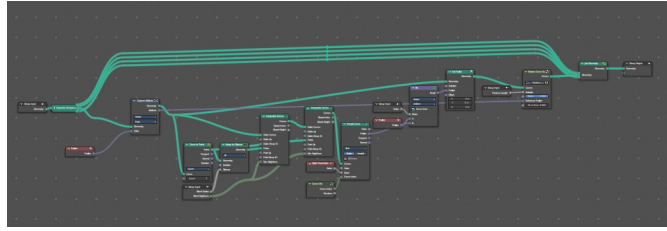
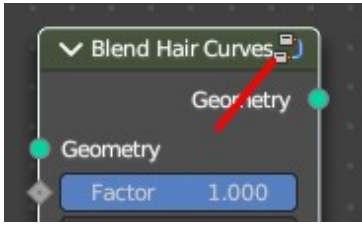
Here you find nodes to modify the UV mapping.

This is a Node Groups found in the Essentials Library included with Bforartists. Node groups differ from the other nodes in the add menu due to being mid level node groups instead of individual low level nodes.

Node groups are not available in the sidebar.



You can enter the node tree by clicking at the icon up right. Tab to leave the node tree. And you can of course also edit the node tree.



## Smooth by Angle

Pack the UV islands to get the most out of the UV mapping.

### Inputs

#### *Mesh*

The input geometry.

#### *Angle*

Everything higher than this angle will be smoothed.

### Outputs

#### *Mesh*

The output geometry.

