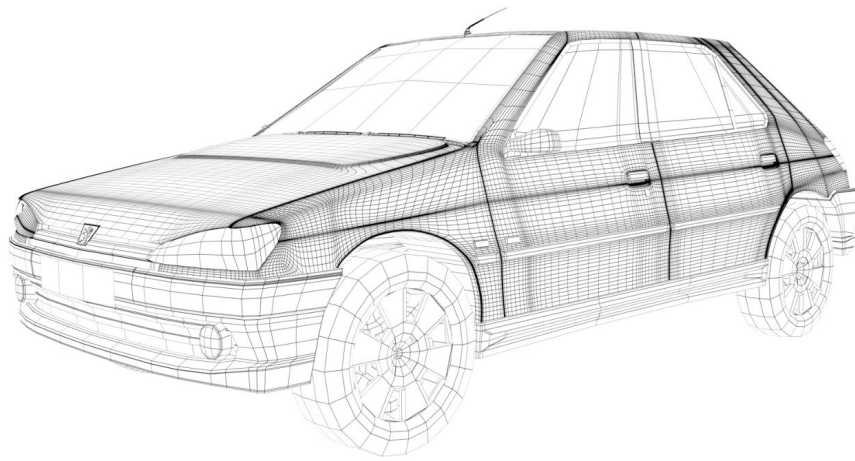
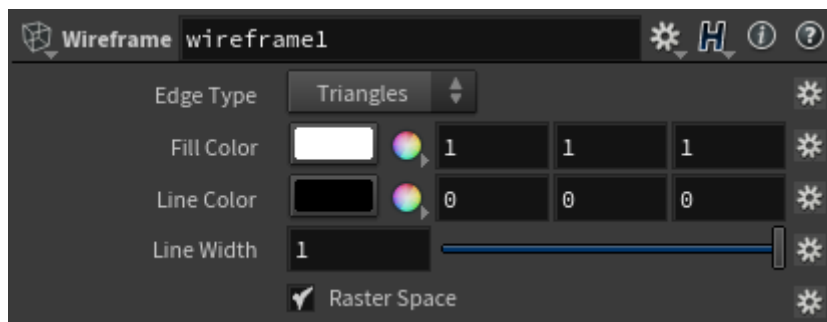


# Wireframe



Color shader which produces a wire-frame style output (as RGB).



## Edge Type

Determines how the mesh is represented. Quads will render as polygon faces. If triangles is selected, polygons will be broken up into their triangular tessellation. Patches are not currently supported.



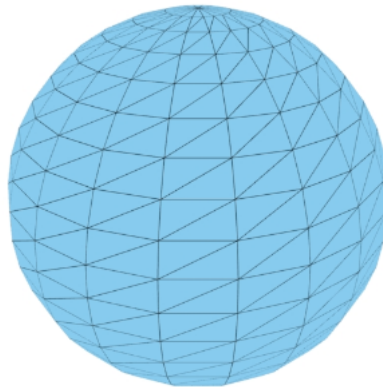
**Edge Type: Triangles (default)**



**Edge Type: Polygons**

### Fill Color

The color used to represent the polygon faces.



### Line Color

The color used to represent the edges.

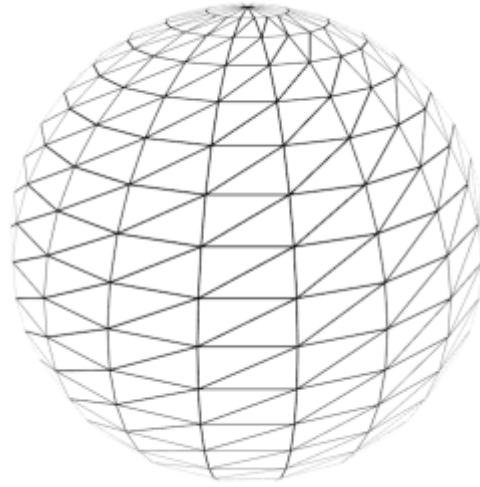


### Line Width

The thickness of the edge lines of the polygon faces.



1 (default)

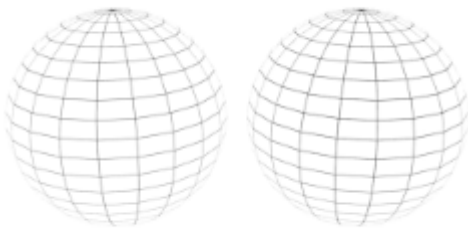


2

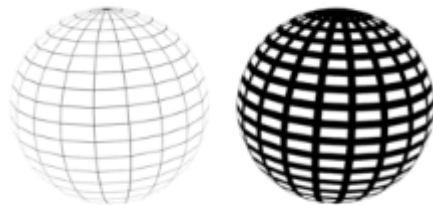


### Raster Space

When enabled, the line width will be set in screen space pixels instead of world units.



Scale: 1



Scale: 0.1

Right sphere has raster space disabled