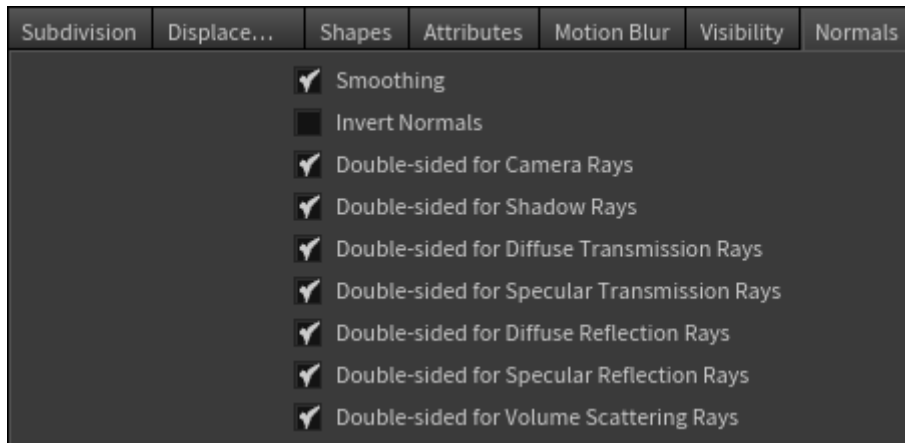


Normals



Smoothing

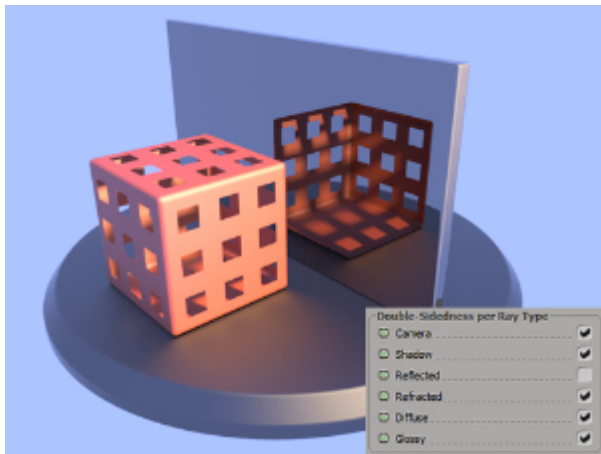
Smooths the normals of an object.

Invert Normals

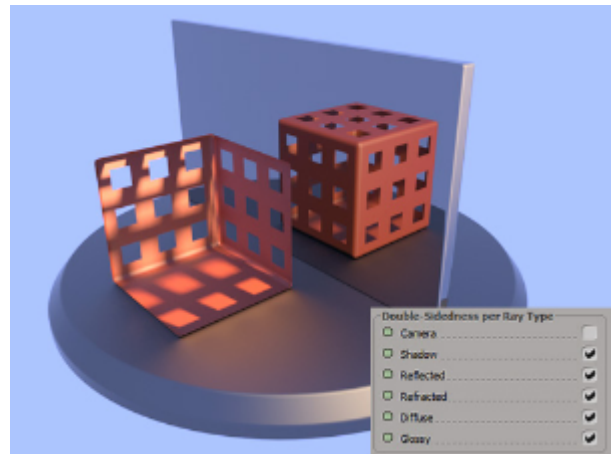
Inverts the normals of the object.

Double Sided for...

Just like you can disable the visibility for specific ray types, you can also change an object's sidedness depending on the ray type. By default, objects are double-sided for all rays. By uncliccking any of these checkboxes, the object will become single-sided, which means that those parts of the object whose normal vector points away from the incoming ray direction will not be rendered.



The same cube, but this time using single-sidedness for reflected rays.



A cube with single-sidedness for camera rays.