

# wireframe

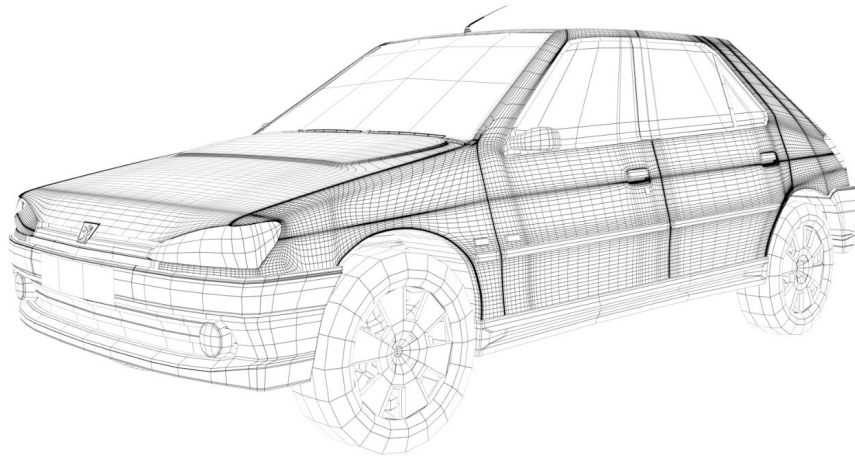
## Class

Shader

## Output

RGB

## Synopsis



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

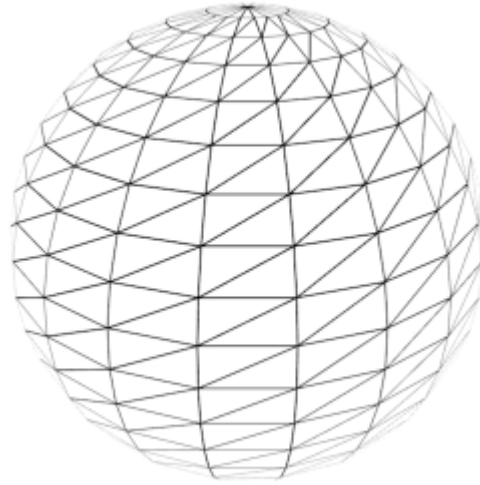
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## **line\_width**

The thickness of the edge lines of the polygon faces.



**1 (default)**

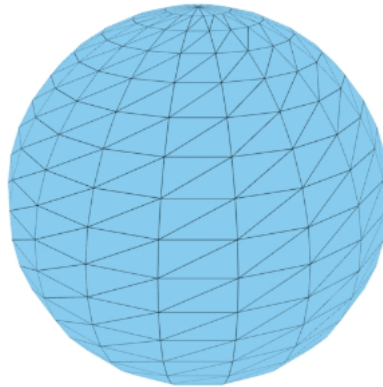


**2**



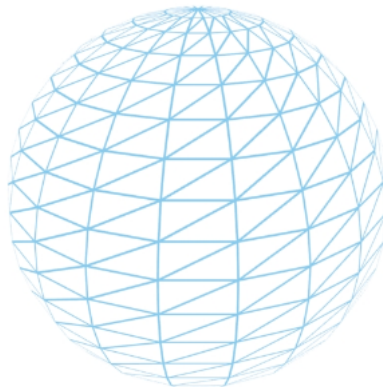
### **fill\_color**

The color used to represent the polygon faces.



### **line\_color**

The color used to represent the edges.



## 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

## 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