

# Adding Subdivision

To add render time Subdivisions to your geometry in Solaris are handled via the [MeshEdit](#) node.

Create and connect a [MeshEdit](#) node to your Solaris graph.

? Unknown Attachment

Select the Primitive(s) to be subdivided and then [Set / Create](#) a Subdivision Scheme and select [Catmull Clark](#)

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## Example

Before Subdivision :

? Unknown Attachment

And, after Subdivision :

? Unknown Attachment

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