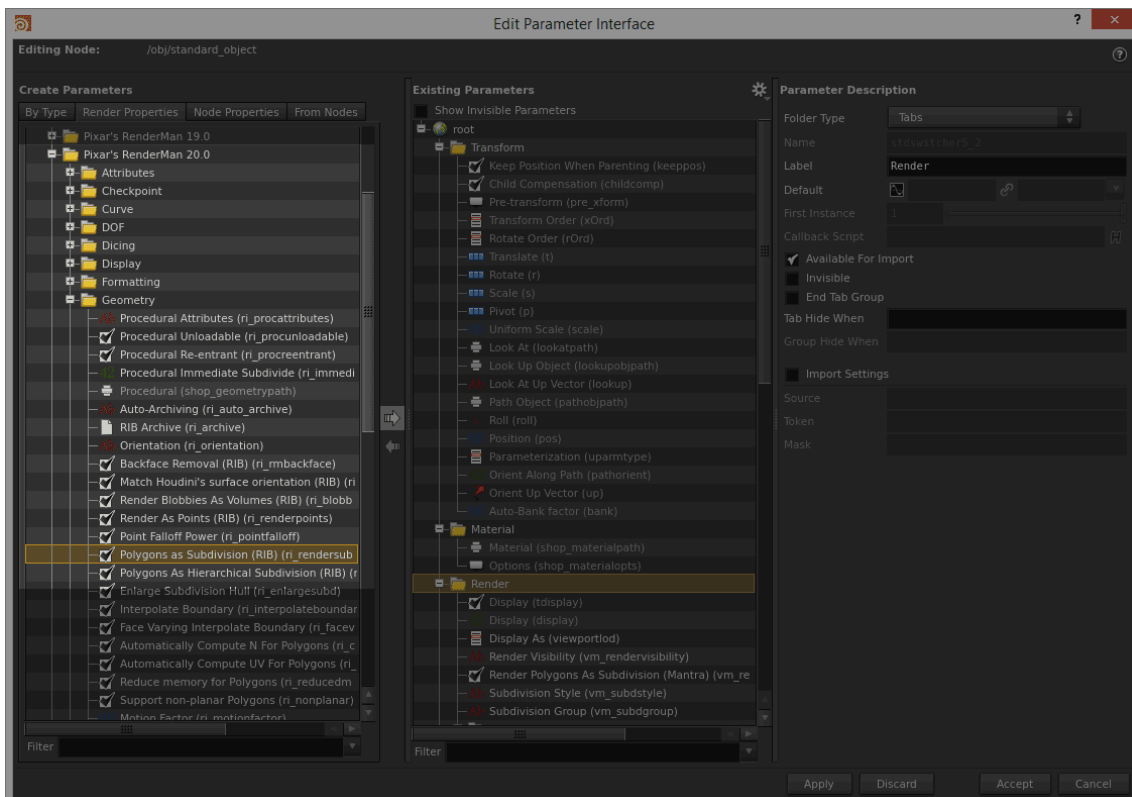
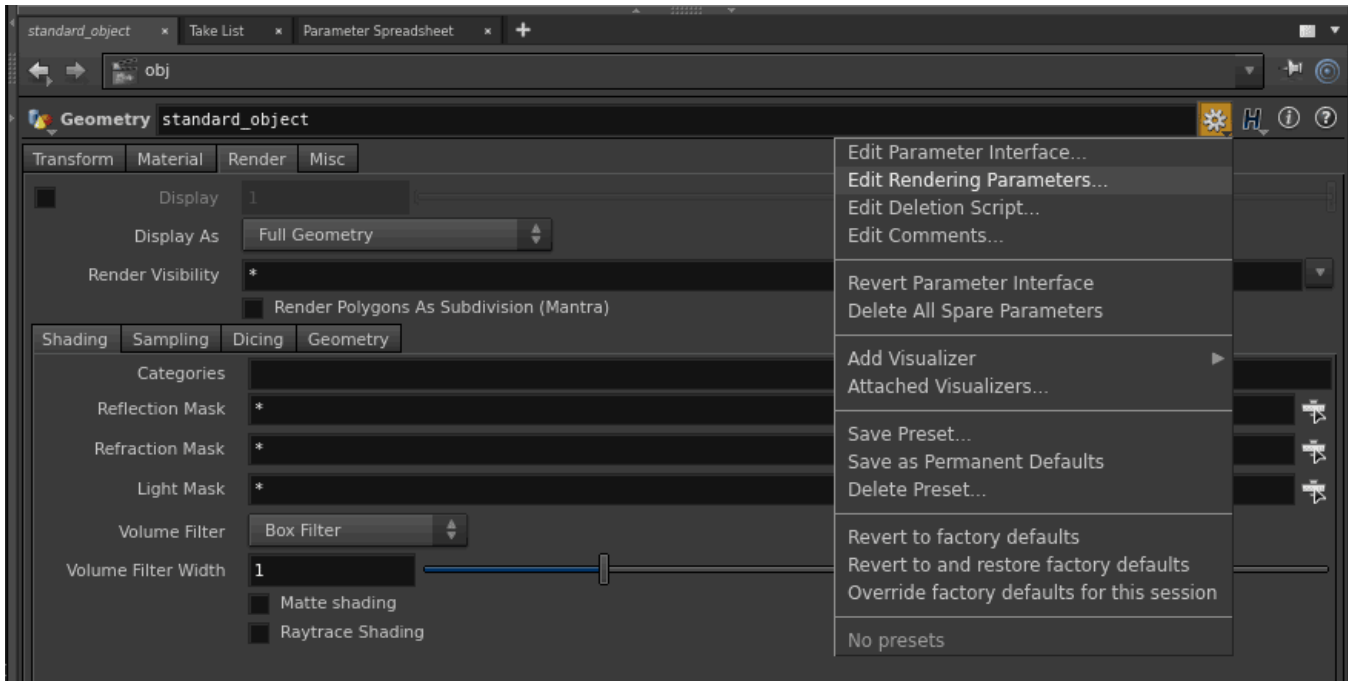


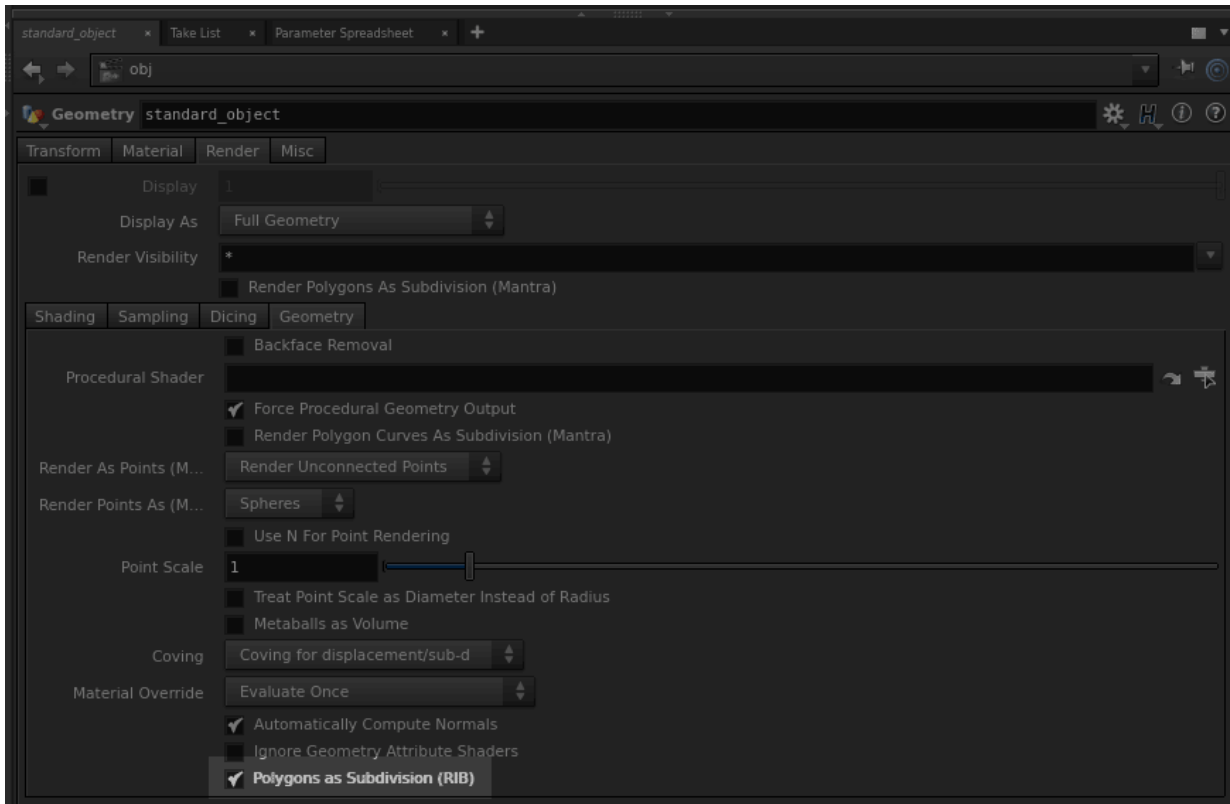
# Polygons As Subdivision

See [Subdivision Surfaces](#) for more information on subdivision surfaces.

When rendering smooth surfaces from polygons in Houdini, you can add an option to render **Polygons as Subdivision** to your geometry node from the **Edit Rendering Parameters...**



Add **ri\_rendersubd** from the Render Properties to your object's Render TAB.



The images below were rendered using the [PxrVisualizer](#) integrator in Houdini.

No Subdivision

With Subdivision

## Interpolate Boundary

We also need to add the interpolate boundary and turn it on. It is off by default.

