Sir Phoenixx

First, Mesh Smooth has nothing to do with this, Mesh Smooth is something completely different.

It is indeed, pardon me, just a slip of the tongue so to speak. But getting smoothing groups right is an esential part of getting a model right. As for wether to use them or not in an un textured render, there are good reasons to do it either way. or even to render as wire frame, tho personaly i hate wire frames and don't think they help at all to see detail.