

# Region Blending

**Region blending allows you to “feather” the edges of [regions](#) to allow for smooth transitions between regions.**

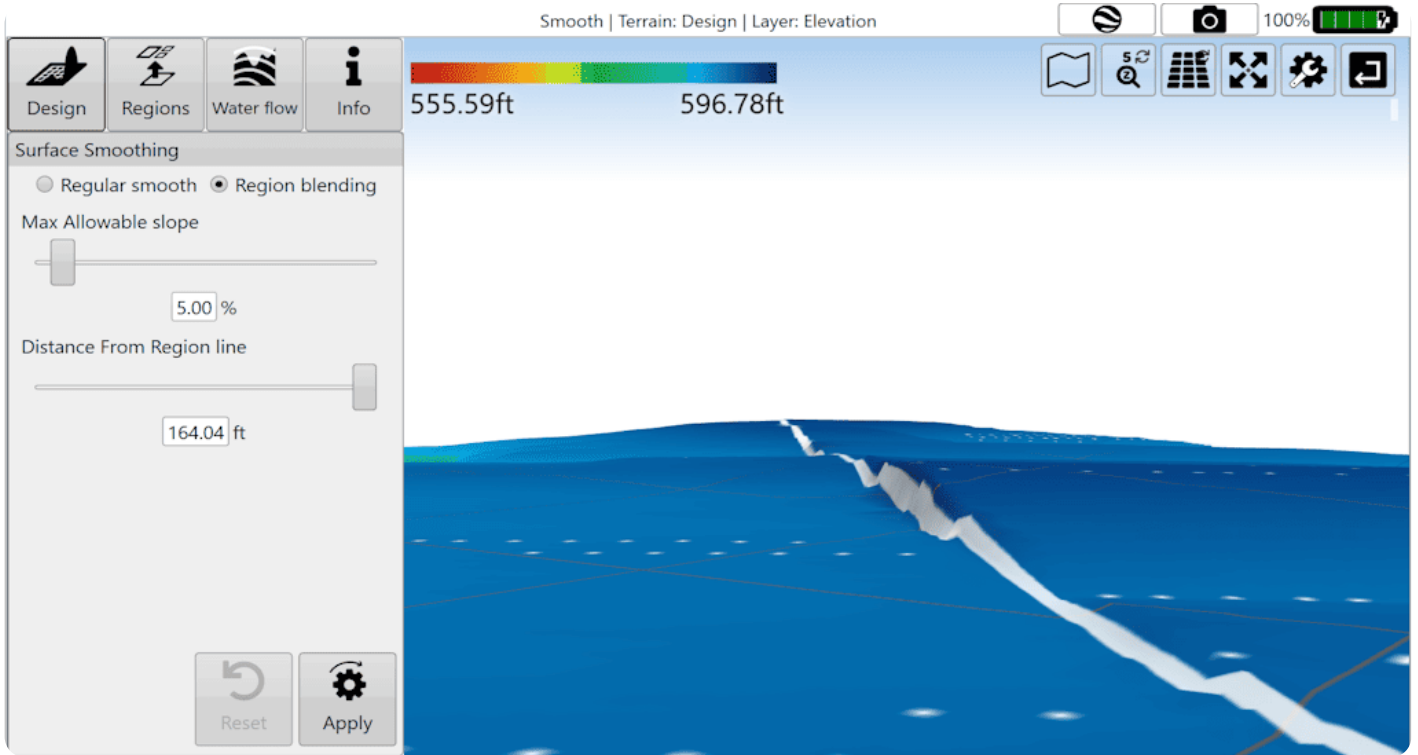
**'Max Allowable slope' lets you set the maximum steepness that can be used to achieve a region blend.**

**'Distance from Region line' limits how far into each region the blend can go, in order to help make sure that other design elements are not affected.**

**NOTE: changes made with region blending may not be obvious in 2D view but can be much more prominent in 3D view, or in the cut/fill map.**

**Press 'Apply' after parameters are entered in order to see effects.**

**Before**



After

