

Region Blending

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

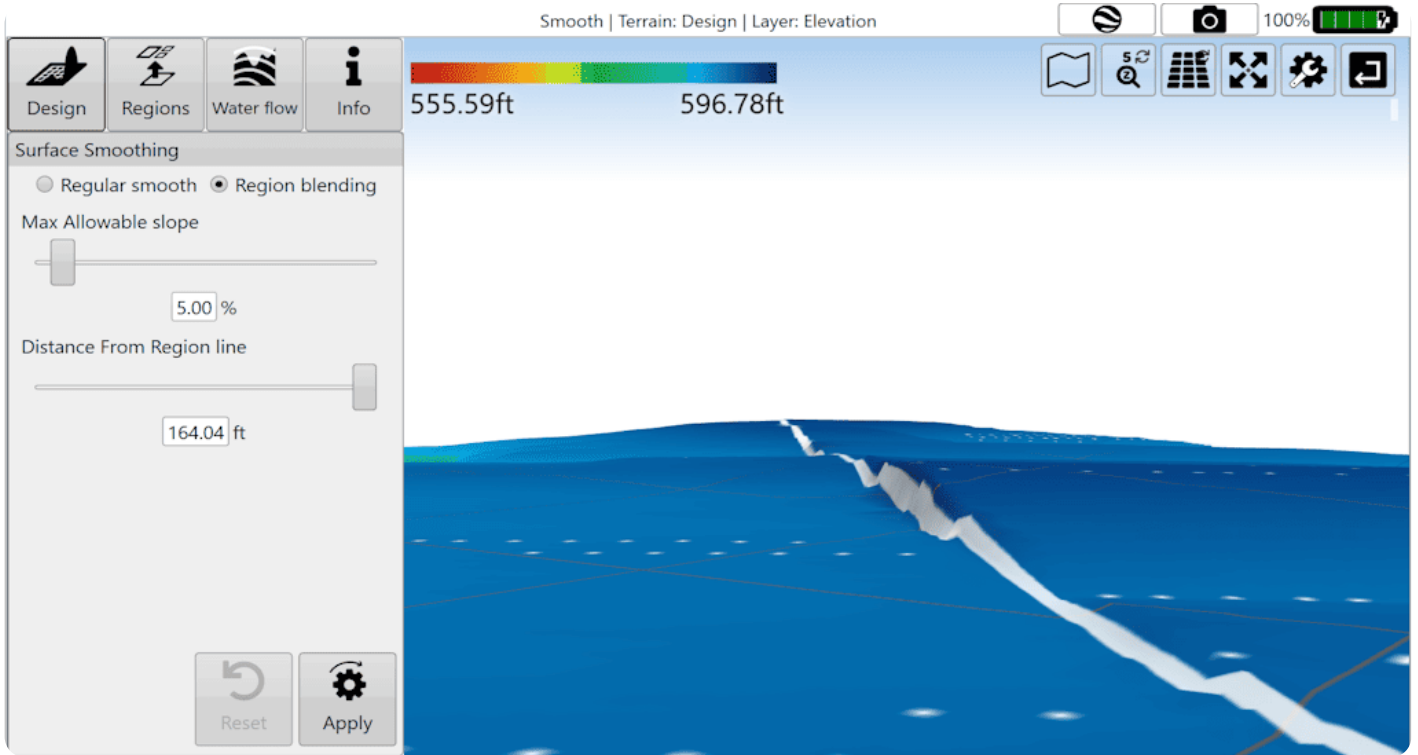
'Max Allowable slope' lets you set the maximum steepness that can be used to achieve a region blend.

'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

