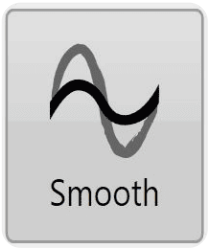
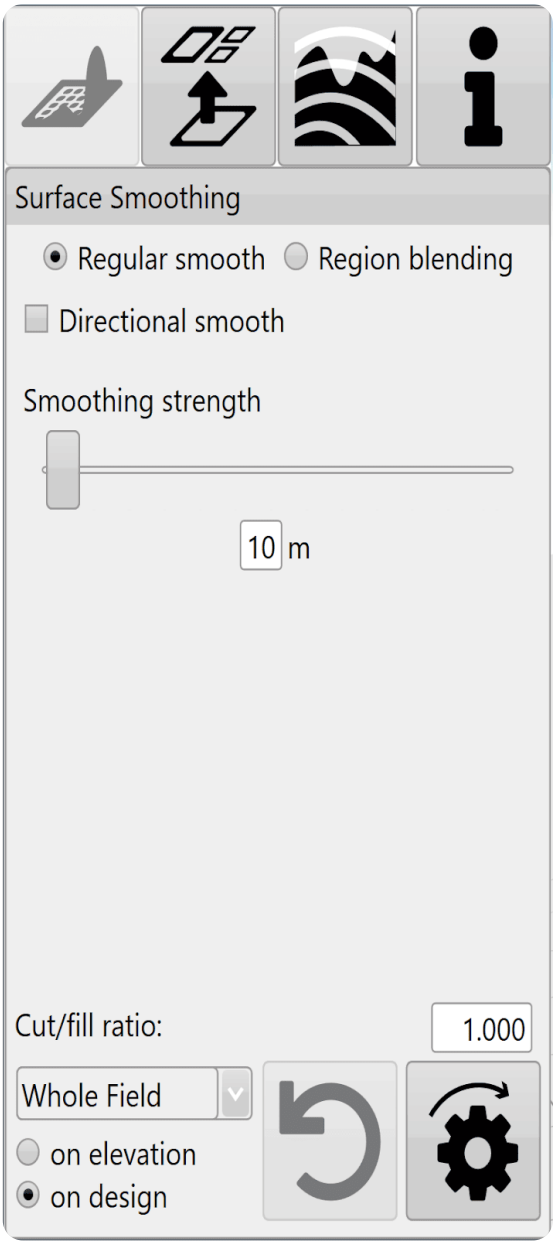
# Smooth Design




**Select the 'Smooth' button to create a more regular surface with fewer and more gradual hummocks and dips. The smoothing strength can be adjusted to produce a stronger or lesser effect as needed.**

## Regular Smoothing

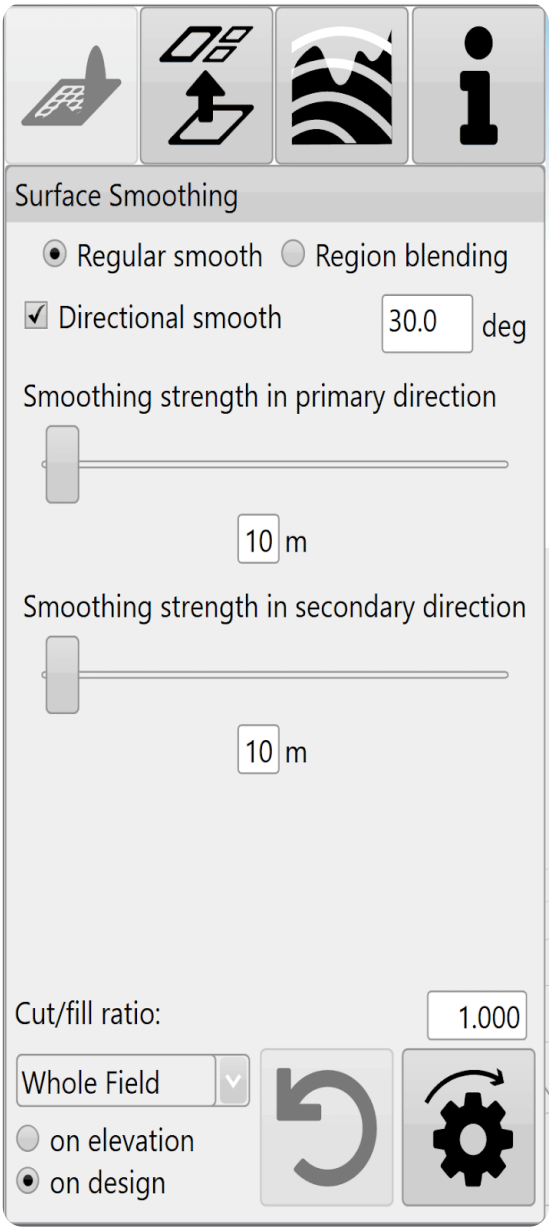



**Regular smoothing applies an averaging filter to the surface of the field to remove bumps and dips.**

**The ‘Smoothing strength’ slide bar controls how smooth it is by increasing the radius that is used in calculations. The smaller the slider value, the less of an effect the smoothing will have.**

**Smoothing can be applied to the whole field, or to individual regions. It can be applied to the original surface, or to an existing design.**

# Directional Smoothing




**'Directional smooth' is a check box just below regular smoothing.**

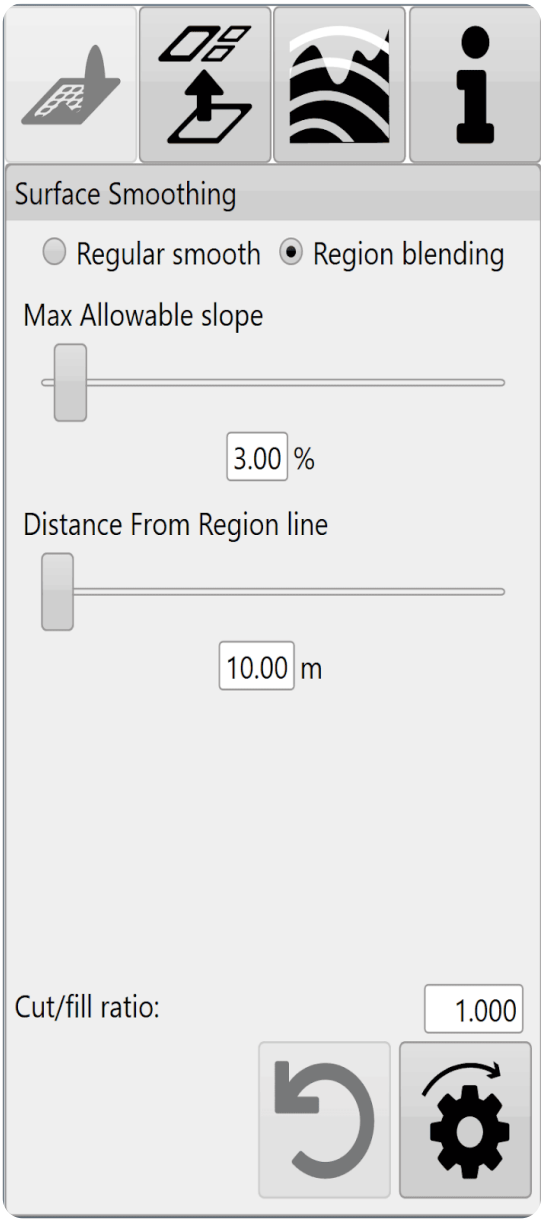
**Directional smoothing causes the smoothing effect to be stronger in a particular direction and weaker in the perpendicular direction.**

**Enter the primary smoothing direction in the provided text box.**

**'Smoothing strength in the primary direction' allows you to set the influence radius in that direction.**

**'Smoothing strength in the secondary direction' controls the influence radius at a 90 degree angle to the primary direction.**

# 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.**

**Once you are happy with the design follow the steps in the 'completing your design' section.**