Smooth

Reference

Mode:
Sculpt Mode

Brush:
Sidebar ▸ Tool ▸ Brush Settings ▸ Advanced ▸ Brush Type

Smooths the positions of the vertices to either polish surfaces or remove volume from larger shapes. Because this brush is so essential, it's always accessible by holding `Shift` and sculpting.

Also available as a Mesh Filter to smooth all unmasked areas at once.

Note

The brush called *Smooth* will be used whenever holding `Shift` and sculpting. If the smoothing strength or behavior needs to be changed, switch to the *Smooth* brush and adjust the settings there.

Brush Settings

General

Strength
The strength of the smoothing is relative to the density of the mesh. If the resolution is increased on the sculpted mesh, the strength of the smooth brush will be weaker than before and needs to be increased.

Direction `Ctrl`

Smooth
Smooths the surface of the mesh.

Enhance Details
Enhances details on the surface of the mesh by applying a smoothing operation in the opposite direction.

Note

More info at General brush settings and on Advanced brush settings.

Unique

Deformation
There are two deformation types.

Laplacian:
Smooths the surface and volumes. This is the default behavior.

Surface:
Smooths only the surface of the mesh, while preserving the volume.

Shape Preservation
How much of the original shape is preserved while smoothing. Increasing the value reduces the effect of having multiple iterations on the strength of smoothing.

Per-Vertex Displacement
How much the position of each individual vertex influences the final result. Increasing the value reduces the overall strength of smoothing.

Iterations

Number of smoothing iterations per brush step.

Note

This method works by applying regular smoothing, computing the difference between the original (blended between start of iteration and fully original based on *Shape Preservation*) and the smoothed mesh, smoothing these offsets, pushing vertices back using the smoothed offsets, and finally blending in the original mesh based on *Per-Vertex Displacement*.

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