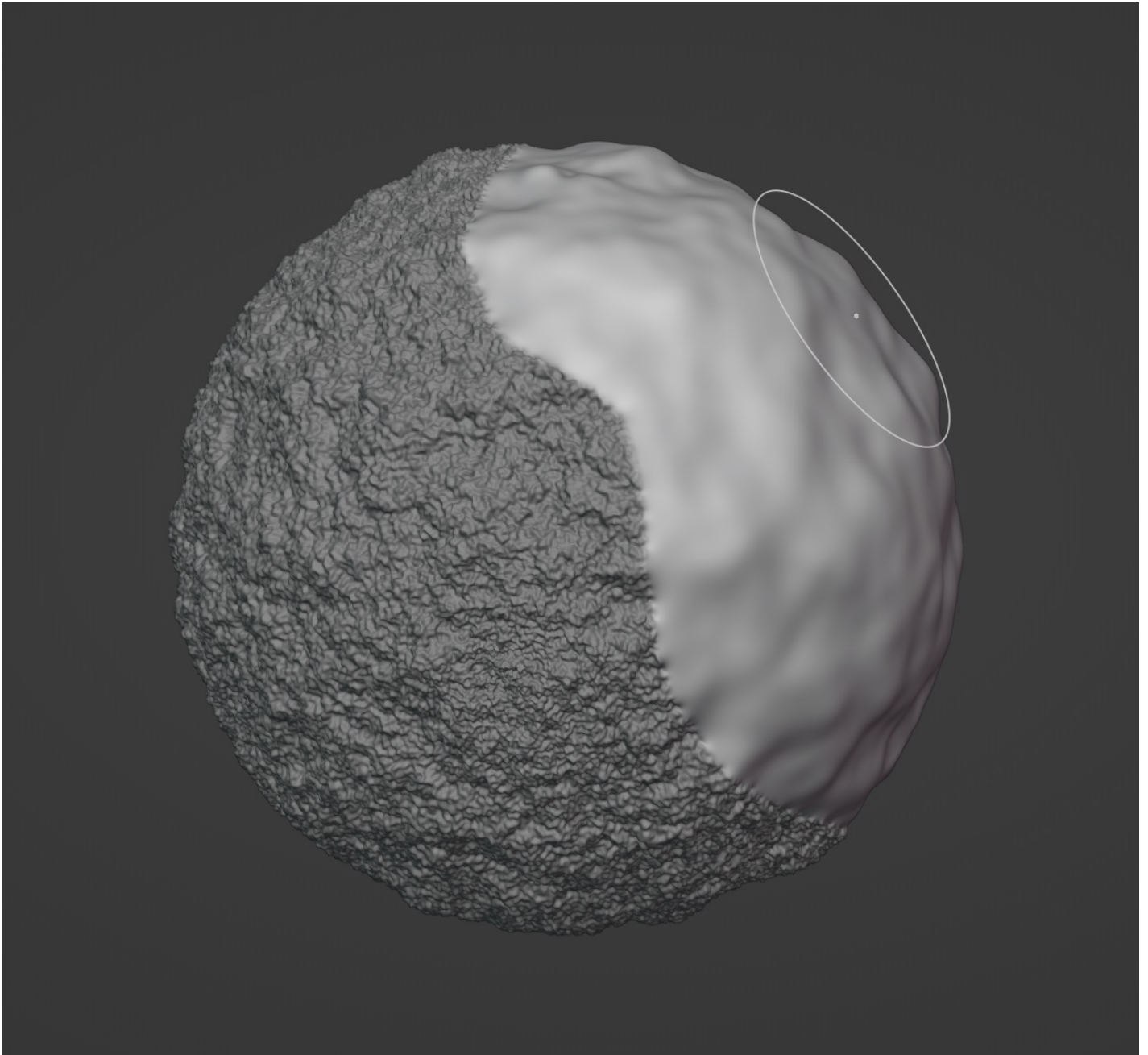# Filters

Filters are tools which provide an alternative way of sculpting, because they do not rely on a brush radius. Instead they will affect any vertices that are visible and not masked.

The strength is controlled by click & dragging from left to right. The position of the cursor can be used to only affect specific areas, if auto-masking is use

Many of the same brush types are also available as a filter type. This way much of the mesh can simultaneously be smoothed, colored or have some cloth simulation applied.

> Tip
>
> A common example for using the Mesh Filter is to smooth everything after increasing the resolution with the Voxel Remesher or Dyntopo.

> See also
>
> More information at Mesh Filter, Cloth Filter, Color Filter and Mask Filters.

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