

Flatten

Reference

Mode:

Sculpt Mode

Brush:

Sidebar ▸ Tool ▸ Brush Settings ▸ Advanced ▸ Brush Type

Flatten or contrast surfaces by pulling and pushing them towards (or away from) a defined medium height. This medium height is determined via an area plane within the brush radius.

This area plane height can be further defined in the brush settings.

Brush Settings

General

Direction **Ctrl**

Invert the direction to push surfaces away from the [sculpt plane](#), creating more surface contrast as a result.

Note

More info at [General](#) brush settings and on [Advanced](#) brush settings.

[Previous](#)
[Smooth](#)

[Copyright](#) © : This page is licensed under a [CC-BY-SA 4.0 Int. License](#)
Made with [Furo](#)

Last updated on 2025-05-10

[View Source](#)
[View Translation](#)
[Report issue on this page](#)

[Ne](#)
[\]](#)