

Smooth Vertex

Access:

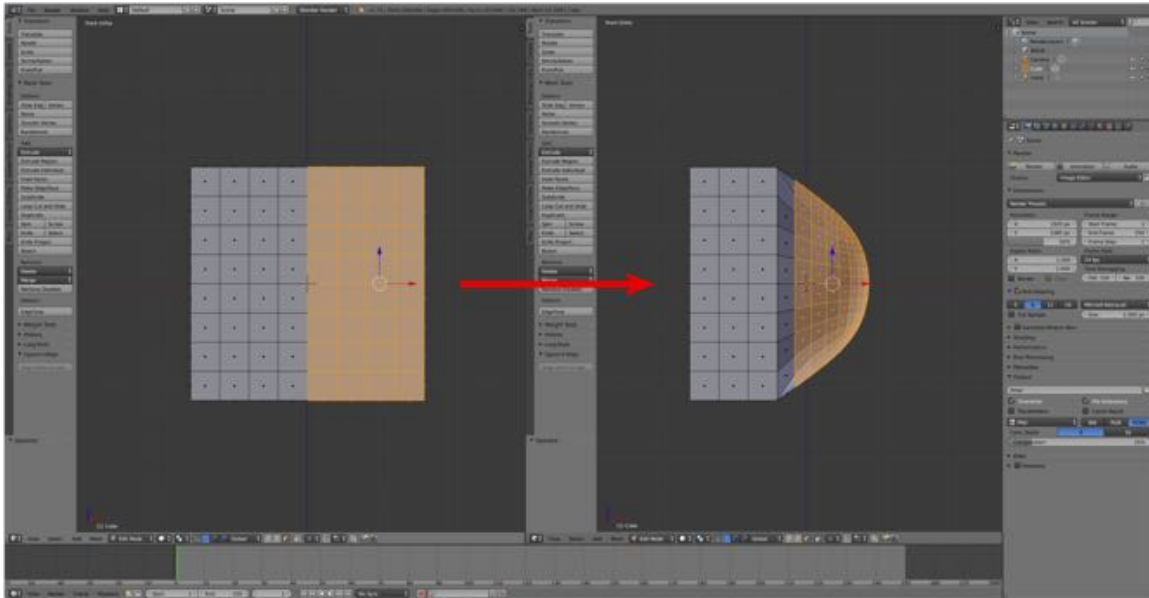
Keyboard shortcut: **CTRL + V-KEY > Smooth**

Mode: 3D Editor: Edit Mode

Panel: Tool Shelf > Tools Tab > Deform > Smooth Vertex

Menu: Mesh > Vertices > Smooth Vertex

Description:



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The Smooth Tool is used to smooth selected components. After smoothing, options are available in the Tool Shelf's Operator Pane. You can enter a repeat number or limit smoothing to the X-, Y- or Z-axis.

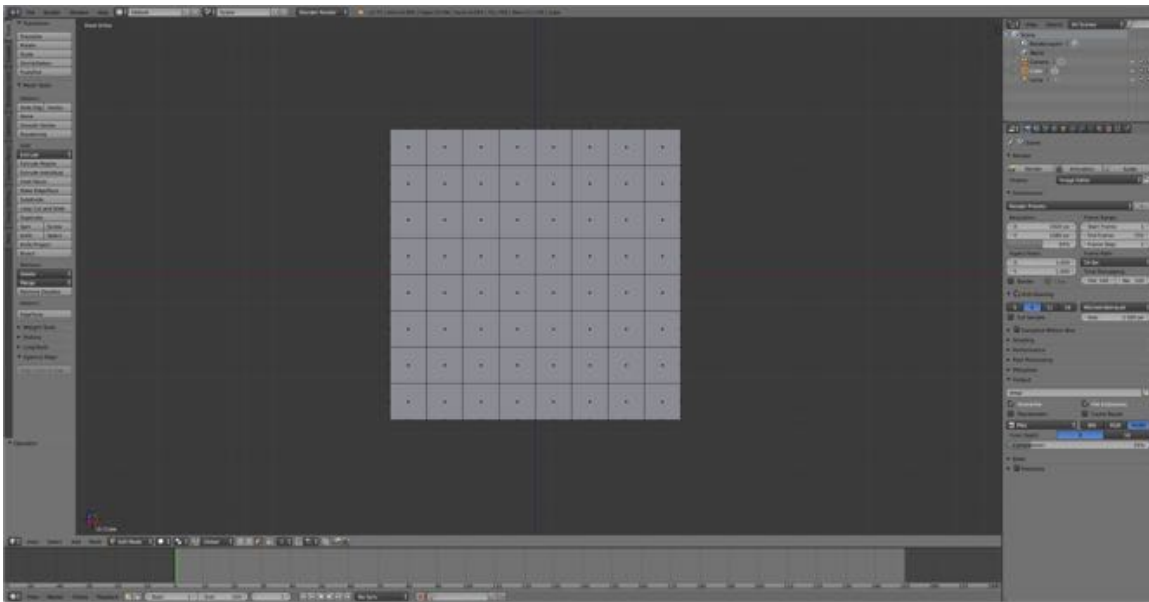
To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode**.
- **Select (RMB)** the **elements to be smoothed**.
- Press **CTRL + V-KEY** and select **Smooth Vertex**.

Let's Try It:

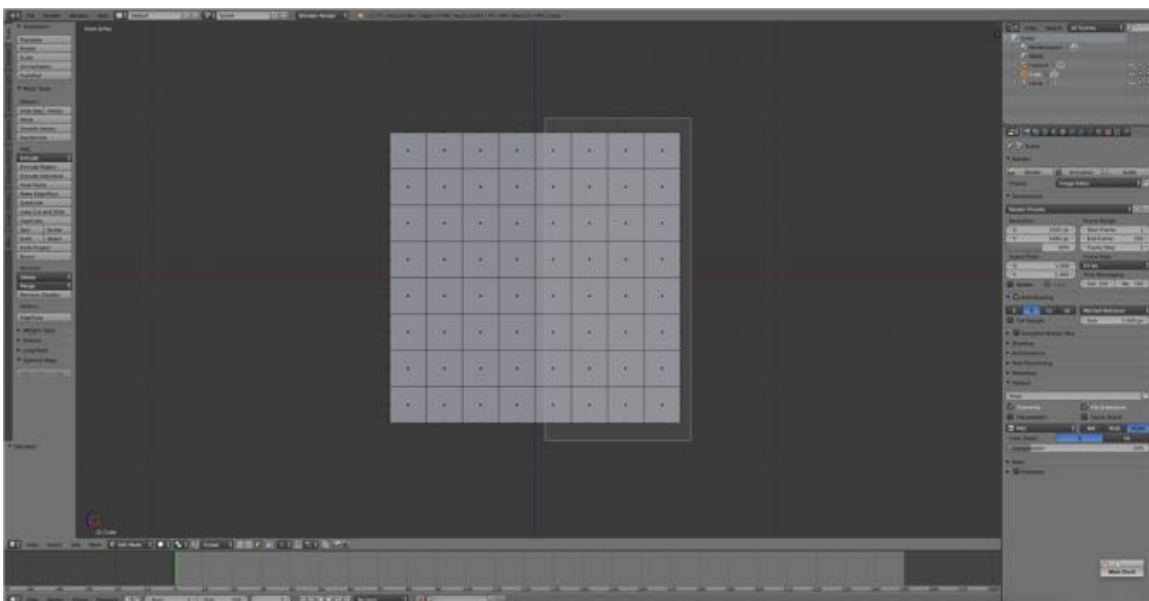
Setup

- **Open Blender** and switch to the 3D Editor's **Edit Mode** and **Face Selection Mode**.
 - **Select (A-KEY)** the **Default Cube**.
 - **Subdivide three times (Tool Shelf > Tools Tab > Add > Subdivide X3)**.
 - **Press the A-KEY** to **deselect** the cube.
 - **Switch to Front Ortho View (NUMPAD-1-KEY > NUMPAD-5-KEY)**.
- End of Setup**

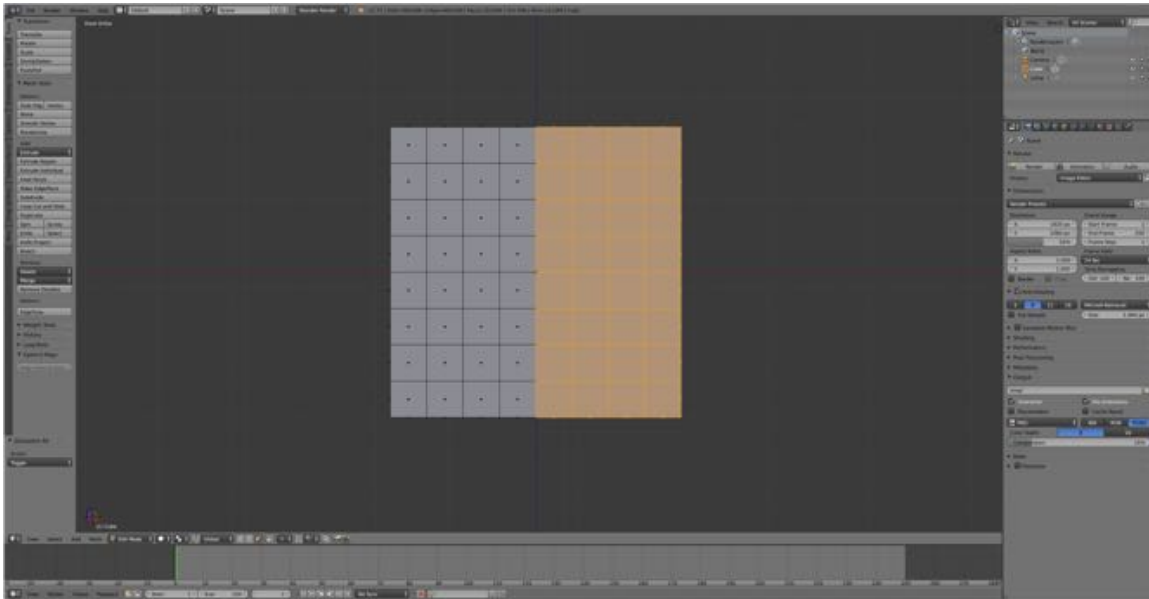


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- In the 3D Editor's Header, **LMB** click the **Limit Selection to Visible Icon** to allow selection of invisible portions of the cube.
- **Border select (B-KEY > Drag out rectangle)** the right half of the **cube**.

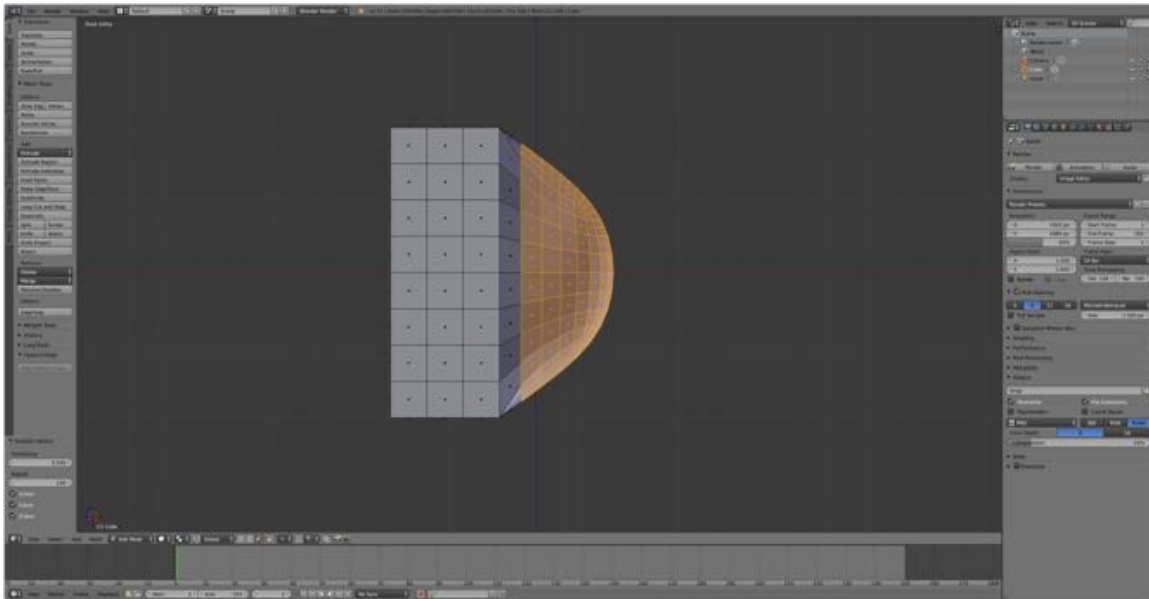


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- In the Tool Shelf's Tools Tab under Deform **select Smooth Vertex**.
- In the Tool Shelf's Properties Pane increase **Repeat to 100 times**.



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Additional Comments:

The Smooth Tool can be used in combination with the Object Mode's Smooth Shading Tool to reduce or remove distortions in the surface.

For More Information:

Blender Reference Manual, **Smooth**

<https://www.blender.org/manual/modeling/meshes/editing/deforming/smooth.html>