Next we'll add "smoothing" to the new polygons.
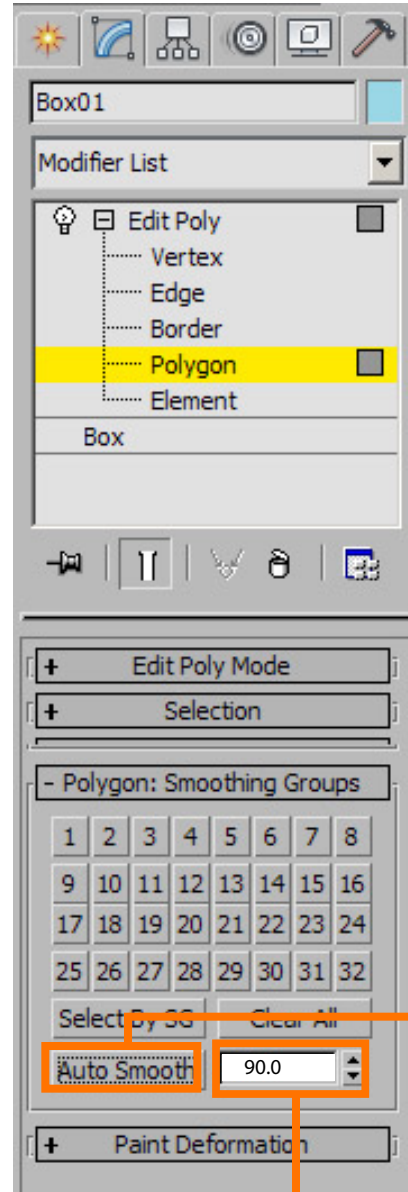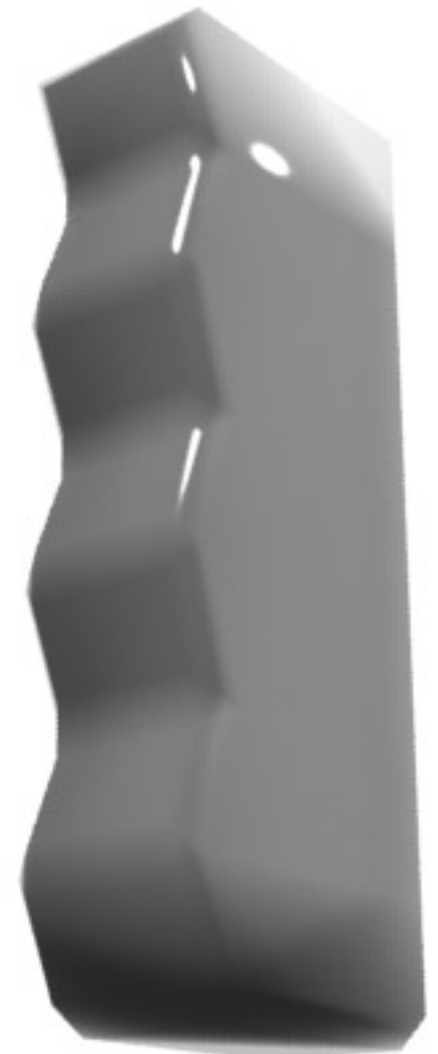
1. Select the polygons you want to smooth

3. Click the "Auto Smooth" button

Box01

Modifier List

Edit Poly
- Vertex
- Edge
- Border
- Polygon
- Element

Box

Edit Poly Mode

Selection

Polygon: Smoothing Groups

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32

Select by SG   Clear All

Auto Smooth   90.0

Paint Deformation

2. The angle setting determines if the polygons will smooth. for example, 90° is a good setting.