

## So, do you wanna make spatial smoothing with FSL?

You can use:

```
$ fslmaths original.nii -kernel gauss 2.1233226 -fmean smoothed.nii
```

The gaussian kernel takes its argument as sigma in mm instead of the FWHM, but you can see how to convert between these two values here: <http://mathworld.wolfram.com/GaussianFunction.html>

**Basically, divide your FWHM (in mm) by 2.3548 to get sigma.**

From:

<https://imagen.fundacioace.com/wiki/> - **Detritus Wiki**

Permanent link:

[https://imagen.fundacioace.com/wiki/doku.php?id=neuroimagen:fsl\\_smooth](https://imagen.fundacioace.com/wiki/doku.php?id=neuroimagen:fsl_smooth)

Last update: **2020/08/04 10:58**

