

7.0.8 Editors - 3D Viewport - Mesh Object - Texture Paint Mode - Brushes context menus

Table of content

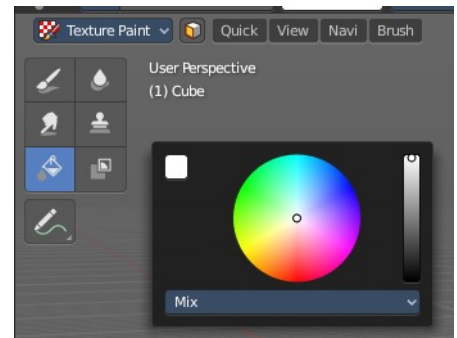
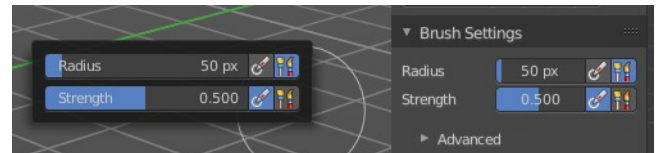
Brushes context menus.....	1
Radius.....	1
Size Pressure.....	1
Use Unified Radius.....	1
Strength.....	1
Size Pressure.....	1
Use Unified Radius.....	2
Color dialog.....	2
Blend.....	2

Brushes context menus

Call this menu with double right click in the 3D viewport. You need to be in Vertex Paint mode with a mesh object.

In Vertex Paint mode you will call a context menu with the sliders from the Brush settings

And the fill tool comes with a color dialog.



Radius

The Radius edit box allows you to adjust the radius of the brush.

Size Pressure

The first button behind the edit box enables tablet pressure sensitivity for radius.

Use Unified Radius

The second button behind the edit box enables global radius size. Any modification at the radius will also modify the radius value for other paint tools.

Strength

The Strength edit box allows you to adjust the strength of the brush.

Size Pressure

The first button behind the edit box enables tablet pressure sensitivity for radius.

Use Unified Radius

The second button behind the edit box enables global radius size. Any modification at the radius will also modify the radius value for other paint tools.

Color dialog

Define the color for the fill brush.

Up left is the active color. Change the color in the color dialog.

Blend

Define how the stroke will blend. You can choose between various blend modes.

