



7.1.14 Editors - 3D Viewport - Header - Mesh - Sculpt mode - Sculpt menu

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Sculpt Mode - Sculpt Menu

Show All

Makes all invisible mesh parts visible again.

Show Bounding Box

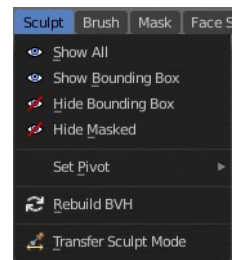
Lets you rectangle select a screen area to make hidden masked parts visible again.

Hide Bounding Box

Lets you rectangle select a screen area to hide mesh parts.

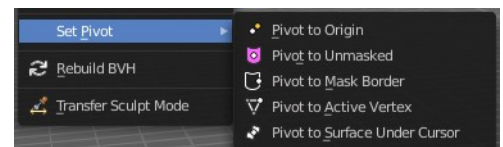
Hide Masked

Hides the masked mesh part.



Set Pivot

Sets the pivot to the chosen location. The menu items should be self explaining. So we don't repeat them here.



Rebuild BVH

Recalculate the sculpt BVH to improve performance.

Transfer Sculpt Mode

Switch to another object in Sculpt mode. The tool calls an object picker with which you can choose the object that you want to switch to.



There is also a hardcoded hotkey D, which works directly. Hover with the mouse over the object, and press D