7.1.16 Editors - 3D View - Header - Mesh - Sculpt mode - Mask menu

Sculpt Mode - Mask Menu

Invert Mask

Inverts the mask.

Fill Mask

Fills the mask with a given value, or inverts its values.
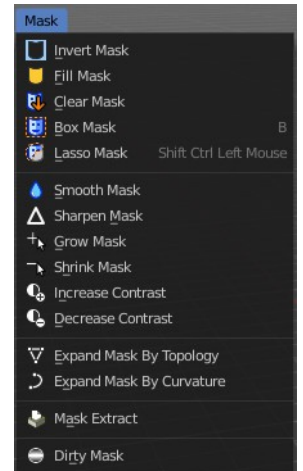
Clear Mask

Clears the mask.

Box Mask

Select part of the mesh with a Rectangle tool.

Lasso Mask

Select part of the mesh with a lasso tool.

Hotkey only tool, since the menu item is a bad starting point.

Smooth Mask

Smoothens the mask selection.

Sharpen Mask

Sharpens the mask selection.

Grow Mask

Grows the mask

Shrink Mask

Shrinks the mask.

Increase Contrast

Increases the contrast between masked parts and not masked parts.

Decrease Contrast

Decreases the contrast between masked parts and not masked parts.

Expand Mask by Topology

Expands the mask from the initial active vertex under the mouse. Starts with a new mask.

Watch the tooltip in the footer for further instructions.

Expand Mask by Curvature

Expands the mask from the initial active vertex under the mouse. Keeps the previous mask.

Watch the tooltip in the footer for further instructions.

Mask Extract

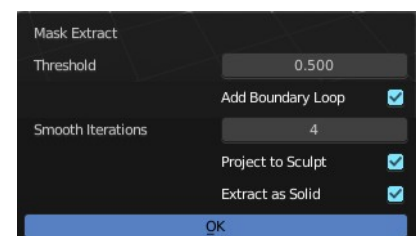Creates a new object out of the masked mesh part.

This operation cannot be undone!

Threshold

The sharpness of the mask border.

Add Boundary Loop

Add a boundary loop at the border of the new created geometry. This can help to make the geometry more stable.

Smooth Iterations

How many iterations to smooth the new created geometry.

Project to Sculpt

Project the extracted mesh into the original sculpt.

Extract as Solid

Extract the new created mesh as a solid mesh.

OK

Apply the Mask Extract tool.

Dirty Mask

Creates a mask based on cavity and pointiness of the mesh.