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### Sculpt Mode - Mask Menu

#### Invert Mask

Inverts the mask.

#### Fill Mask

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

#### Clear Mask

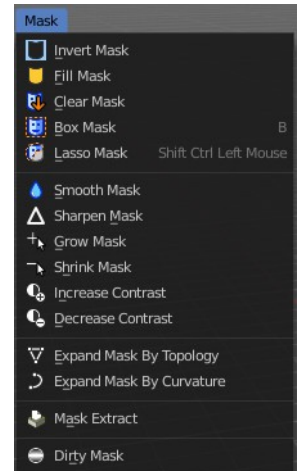
Clears the mask.

#### 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 tool tip 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 tool tip in the footer for further instructions.

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## 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

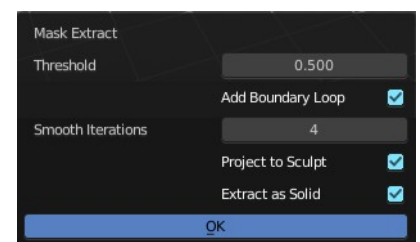
Add a boundary loop at the border of the new created geometry. This can help to make the geometry more stable.

### 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.

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## **Dirty Mask**

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