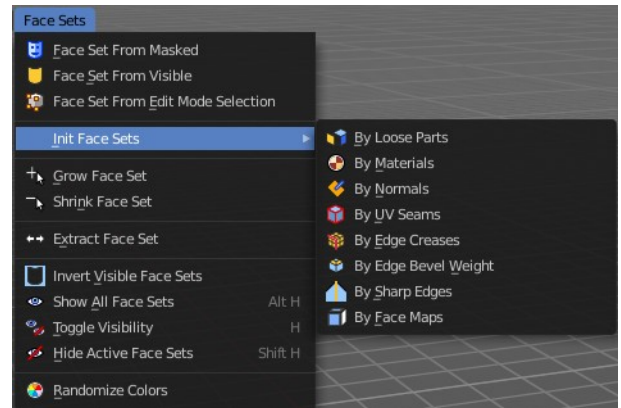
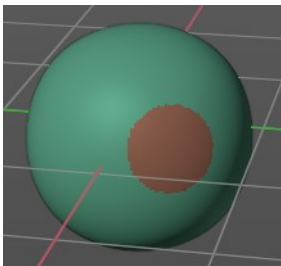


7.1.16 Editors - 3D View - Header - Mesh - Sculpt mode - Face Sets menu

Sculpt Mode - Face Sets Menu.....	1
Face Sets from Mask.....	1
Face Sets from Visible.....	1
Face Sets from Edit Mode Selection.....	1
Grow Face Sets.....	1
Shrink Face Sets.....	2
Extract Face Set.....	2
Init Face Sets.....	2
Invert visible Face Sets.....	2
Show all Face Sets.....	2
Toggle Visibility.....	2
Hide active face sets.....	2
Randomize Colors.....	2

Sculpt Mode - Face Sets Menu

Face Sets is some kind of a mask that shows in different colors. The colors are random.



In the Face Sets menu you can create and manage Face Sets.

Face Sets from Mask

Creates a face set from the current mask.

Face Sets from Visible

Creates a face set from the visible geometry.

Face Sets from Edit Mode Selection

Creates a face set from the selection that you do in edit mode.

Grow Face Sets

Grows the face sets.

Shrink Face Sets

Shrinks the face sets.

Extract Face Set

Creates a new mesh object from the selected face set. The mouse turns into a color picker to pick the face set when you activate this too.

Init Face Sets

A menu with various methods to initialize the face sets.

Invert visible Face Sets

Inverts the visible face sets to be invisible.

Show all Face Sets

Show all face sets.

Toggle Visibility

Hotkey only tool! Hides and shows all geometry but the one from the face set under the mouse.

Hide active face sets

Hotkey only tool! Hides the face set under the mouse.

Randomize Colors

Generates a new set of random colors to render the face sets.