

## 7.0.13 Editors - 3D Viewport - Grease Pencil object - Sculpt Mode - Brushes context menu

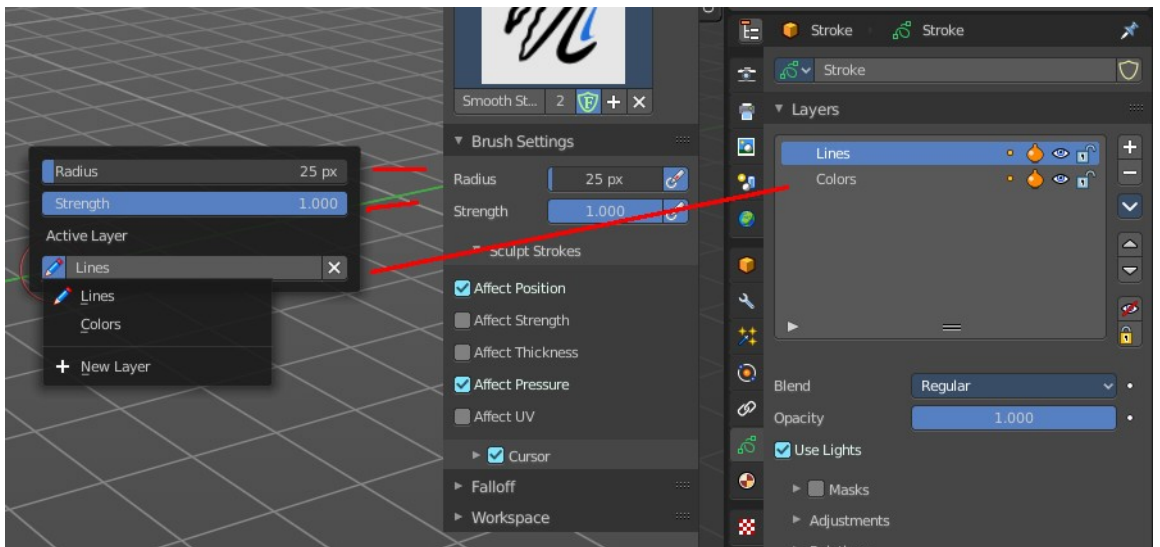
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### Edit Mode - Brushes Context Menu

Call this menu with double right click in the 3D viewport. You need to be in Sculpt mode with a grease pencil object.

In Sculpt mode you will call a context menu with the sliders from the Brush settings.



### Radius

The radius of the sculpt brush.

### Strength

The strength of the sculpt brush.

### Active Layer

The active grease pencil layer. You can choose another layer, and add new layers here too. It is the same content

than in the Properties editor.

## **Layer drop down box**

The list of available layers.

### ***New Layer***

Add a new grease pencil layer.

## **Layer Edit Box**

The currently active grease pencil layer. Rename it by clicking into the field.

## **Remove Layer**

Remove the grease pencil layer.