

7.0.5 Editors - 3D View - Mesh Object - Sculpt Mode - Brushes context menus

Brushes context menus.....	1
Radius.....	1
Size Pressure.....	1
Use Unified Radius.....	2
Strength.....	2
Size Pressure.....	2
Use Unified Radius.....	2
Auto smooth.....	2
Tablet Pressure.....	2
Plane Offset.....	2
Distance.....	2
Height.....	2
Magnify.....	3
Pinch.....	3
Normal Weight.....	3
Magnify.....	3
Rake.....	3

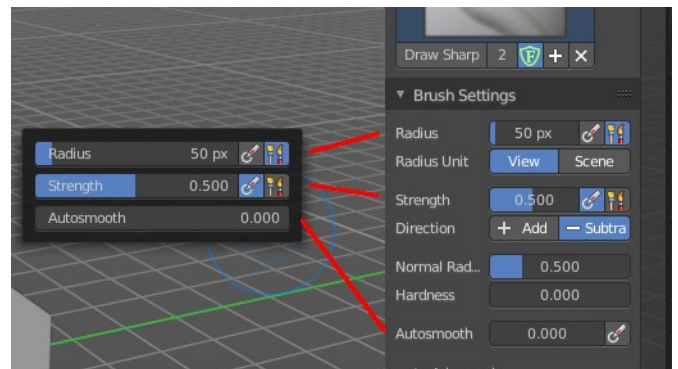


7.0.5 Editors - 3D Viewport - Mesh Object - Sculpt Mode - Brushes context menus

Brushes context menus

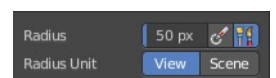
Call this menu with double right click in the 3D viewport. You need to be in Sculpt mode with a mesh object.

In Sculpt mode you will call a context menu with the sliders from the Brush settings. The content depends of the chosen brush. Every brush has different settings. We just cover the usual ones here. For the brush specific settings see the chapter Editors - 3D View - Tool Shelf - Mesh - Sculpt Mode



Radius

The Radius edit box allows you to adjust the radius of the brush.



Size Pressure

The first button behind the edit box enables tablet pressure sensitivity for radius.

Use Unified Radius

The second button behind the edit box enables global radius size. Any modification at the radius will also modify the radius value for other paint tools.

Strength

The Strength edit box allows you to adjust the strength of the brush.



Size Pressure

The first button behind the edit box enables tablet pressure sensitivity for radius.

Use Unified Radius

The second button behind the edit box enables global radius size. Any modification at the radius will also modify the radius value for other paint tools.

Auto smooth

The auto smooth edit box allows you to adjust the amount of smoothing that gets automatically applied to each stroke.



Tablet Pressure

The button behind the edit box enables tablet pressure sensitivity for auto smooth.

Plane Offset

Clay brush setting. Adjust the plane on which the brush acts towards or away from the objects surface. Sculpting with the Clay brush happens in a plane defined by the view you are in and the first vertices hit by the brush.



Distance

Adjust the plane trim distance.



Height

Layer brush setting. The height that can be affected by the layer brush.

Magnify



Blob Brush setting. The Crease Brush Pinch Factor.

Pinch



Crease Brush setting. The Crease Brush Pinch Factor.

Normal Weight



Various brushes like Grab or Elastic Deform. How much grab will pull vertexes out of surface during grab.

Magnify



Blob Brush setting. The Crease Brush Pinch Factor.

Rake



Snake Hook brush setting. How much grab will follow cursor rotation.