

# 7.0.8 Editors - 3D Viewport - Mesh Object - Texture Paint Mode - Brushes context menus

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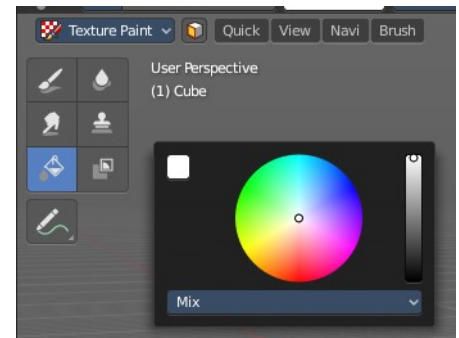
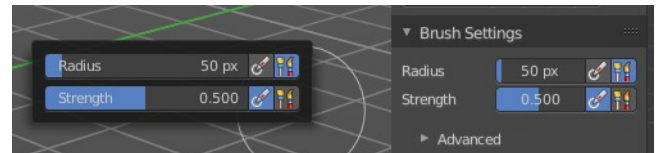
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## Brushes context menus

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

In Vertex Paint mode you will call a context menu with the sliders from the Brush settings

And the fill tool comes with a color dialog.



### 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.

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## Color dialog

Define the color for the fill brush.

Up left is the active color. Change the color in the color dialog.

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## Blend

Define how the stroke will blend. You can choose between various blend modes.

