

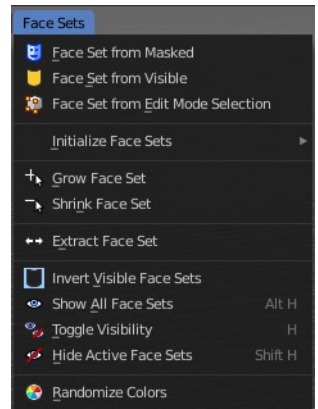
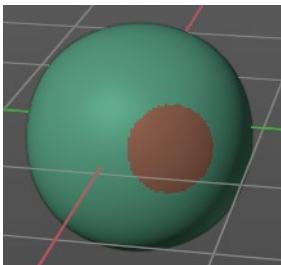
## 7.1.16 Editors - 3D Viewport - Header - Mesh - Sculpt mode - Face Sets menu

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## 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

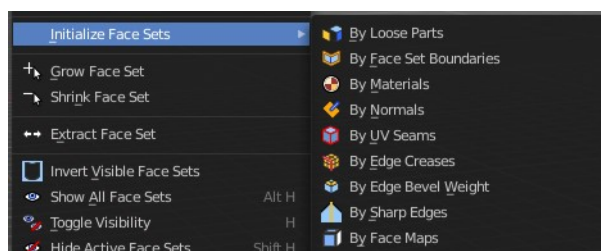
Shrinks the face sets.

## 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.

## Initialize 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.