



## 7.3.16 Editors - 3D Viewport - Sidebar - Tool Tab - Hair Curve - Sculpt Mode

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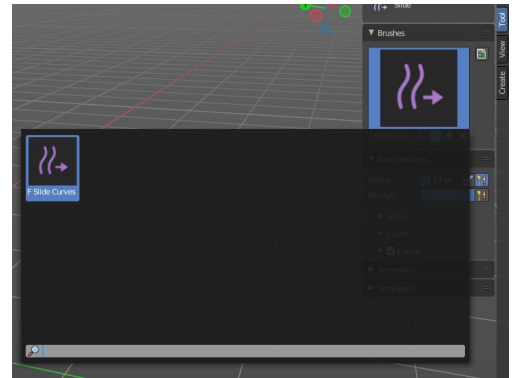
## Sculpt Mode

In Sculpt mode you can sculpt the hair curves.

## Sculpt Mode - Brushes Panel

### Brushes browser

You can create and manage brush settings from the brush browser and see what brush is active.



### Select Mode

Change the mode used for selection masking in curves sculpt mode.

This toggles two methods of how the brushes interact with the hair curves. They can either be selected and manipulated by control points or the complete hair curve.



### Control Point

Use the masked selection of the Selection Paint brush. Whatever is opaqued by dark grey is locked. Brush will only affect unlocked areas of the selection. You can modify the selection from the Select menu mentioned in chapter **7.1.42 Editors - 3D Viewport - Header - Hair Curve - Sculpt mode - Curves menu**

### Curves

Uses the complete hair curve with the evaluation of the brush. You can modify the selection from the Select menu mentioned in chapter **7.1.42 Editors - 3D Viewport - Header - Hair Curve - Sculpt mode - Curves menu**

## Selection Paint

### Radius

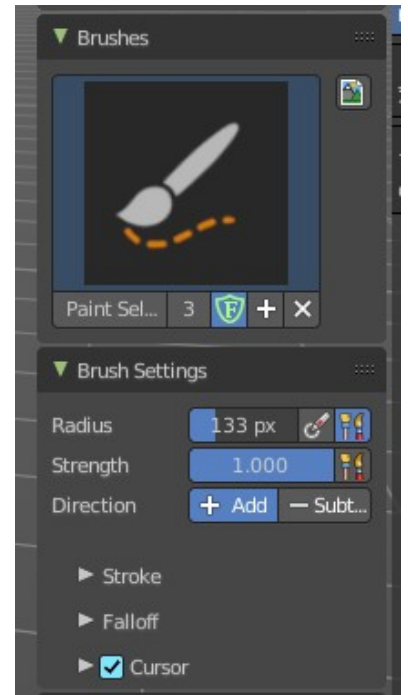
The radius of the brush.

### Strength

The strength of the brush.

### Direction

The direction of the brush selection, if it is additive or subtractive by adding or subtracting to the selected curves or control points.



## Comb

### Radius

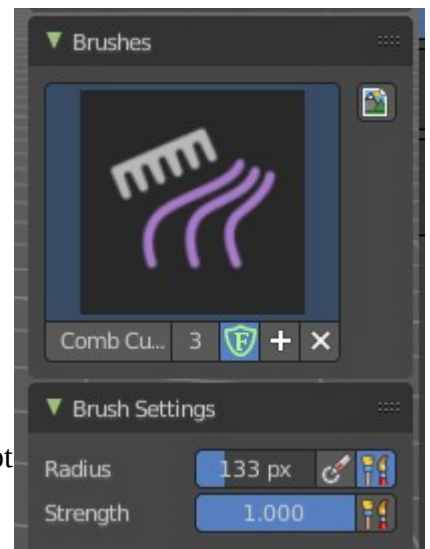
The radius of the brush.

### Strength

The strength of the brush.

### Add / Subtract

Thickness and Strength brush. If this brush should add or subtract to the sculpt surface.



## Add

### Radius

The radius of the brush.

### Strength

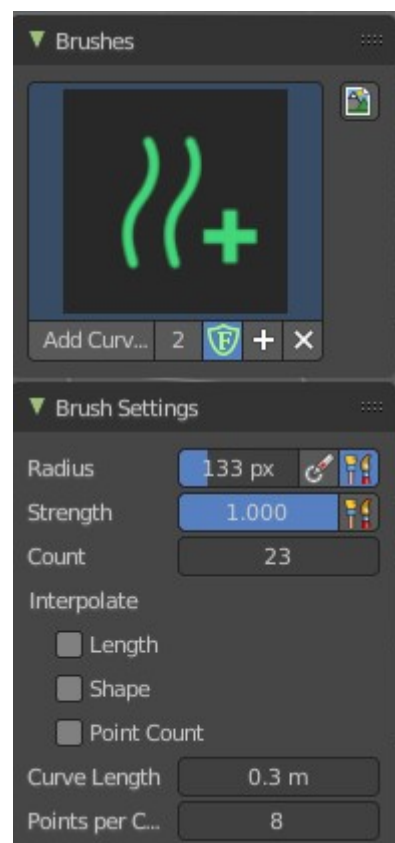
The strength of the brush.

### Count

### Interpolate

### Curve Length

### Points per Curve



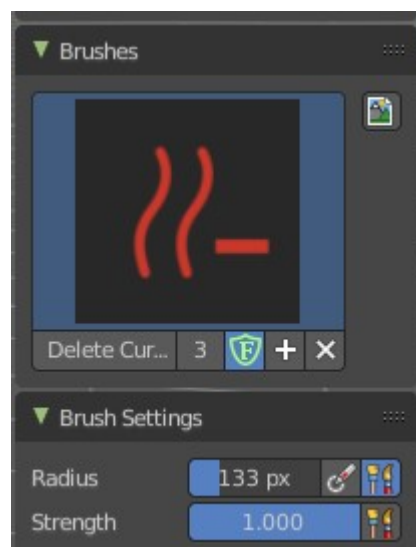
## Delete

### Radius

The radius of the brush.

### Strength

The strength of the brush.



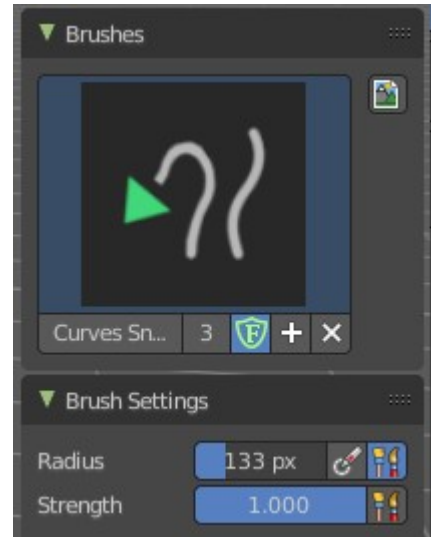
## Snake Hook

## Radius

The radius of the brush.

## Strength

The strength of the brush.



## Grow/Shrink

### Radius

The radius of the brush.

### Strength

The strength of the brush.

### Direction

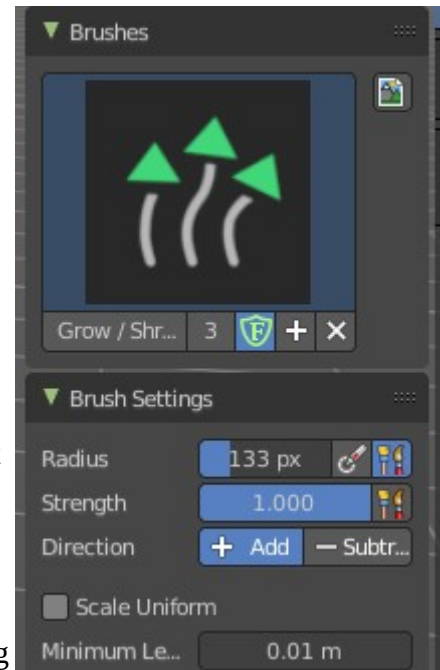
Add or subtract the effect of the brush. Add grows hair curves, Subtract shorten the hair curves.

### Scale Uniform

Grow or shrink curves by changing their size uniformly instead of using trimming or extrapolation. This is useful for preserving control point count.

### Minimum Length

Avoids shrinking curves shorter than this length.



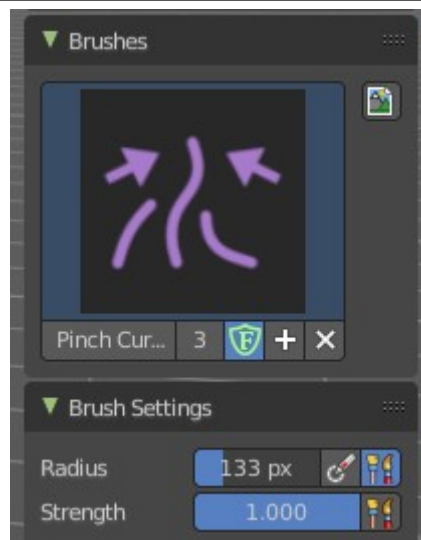
## Pinch

### Radius

The radius of the brush.

### Strength

The strength of the brush.



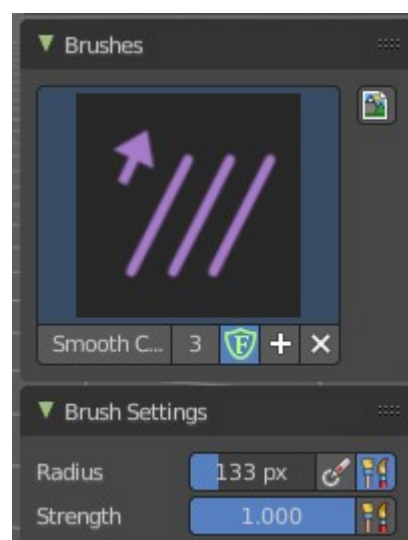
## Smooth

### Radius

The radius of the brush.

### Strength

The strength of the brush.



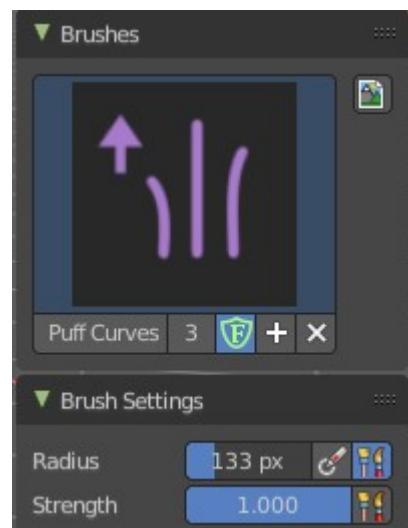
## Puff

### Radius

The radius of the brush.

### Strength

The strength of the brush.



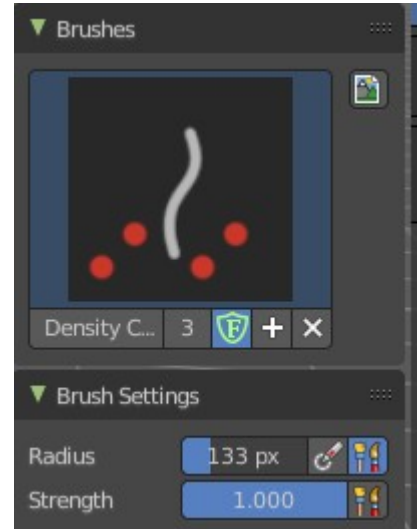
## Density

### Radius

The radius of the brush.

### Strength

The strength of the brush.



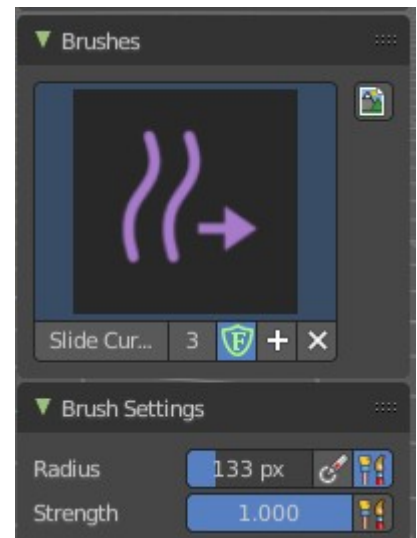
## Slide

### Radius

The radius of the brush.

### Strength

The strength of the brush.



## Stroke Sub panel

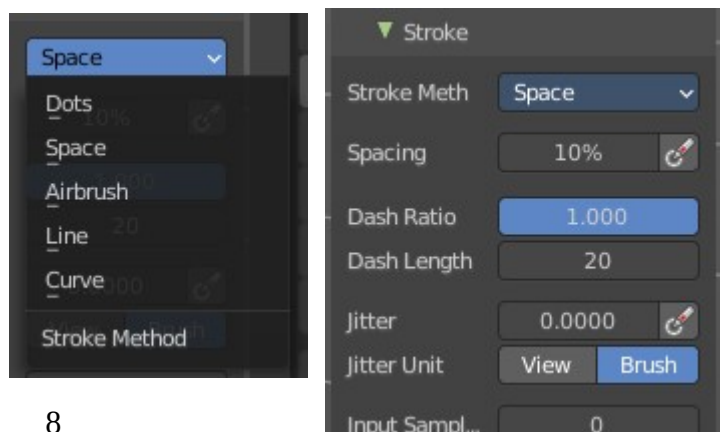
This subpanel shows with all brushes in the Brush settings panel.

### Stroke Method

Show the brush icon when painting.

### Dots

Apply paint on each mouse move step.





## **Jitter**

The position of the brush while painting. Pressure sensitivity can be activated here.

## **Jitter Unit**

Jitter in view in screen space or relative to brush size. Buttons are View and Brush Relatively..

## **Input Samples**

Average multiple input samples together to smooth the brush stroke.

## **Stabilize Stroke**

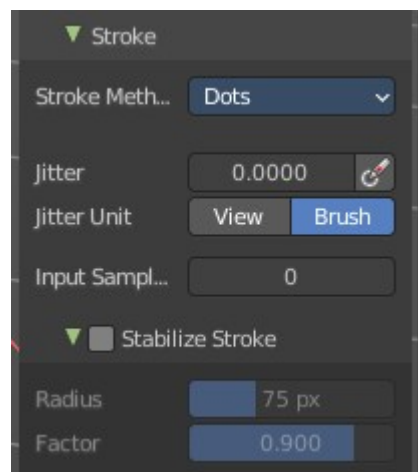
Brush lags behind the mouse and follows a smoother path when activated.

## **Radius**

Smooth stroke radius: minimum distance from the last point before stroke continues.

## **Factor**

Smooth stroke factor: higher values give a smoother stroke.



## **Space**

Limit brush applications to the distance specified by spacing.

## **Spacing**

Spacing between brush daubs as a percentage of a brush diameter. Pressure sensitivity activated here.

## **Dash Ratio**

Ratio of samples in a cycle that the brush is enabled.

## **Dash Length**

Length of a dash cycle measured in stroke samples.

## **Jitter**

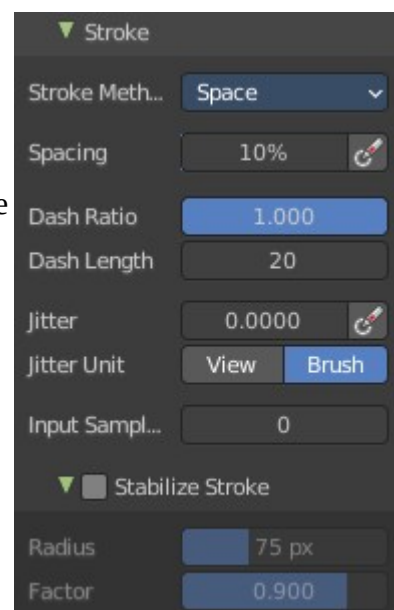
The position of the brush while painting. Pressure sensitivity can be activated here.

## **Jitter Unit**

Jitter in view in screen space or relative to brush size. Buttons are View and Brush respectively.

## **Input Samples**

Average multiple input samples together to smooth the brush stroke.



## ***Stabilize Stroke***

Brush lags behind the mouse and follows a smoother path when activated.

### **Radius**

Smooth stroke radius: minimum distance from the last point before stroke continues.

### **Factor**

Smooth stroke factor: higher values give a smoother stroke

## **Airbrush**

Keep applying paint effect while hiding mouse (spray).

### **Rate**

Intervals between paints for airbrush.

### **Jitter**

The position of the brush while painting. Pressure sensitivity can be activated here.

### **Jitter Unit**

Jitter in view in screen space or relative to brush size. Buttons are View and Brush respectively.

### **Input Samples**

Average multiple input samples together to smooth the brush stroke.

## ***Stabilize Stroke***

Brush lags behind the mouse and follows a smoother path when activated.

### **Radius**

Smooth stroke radius: minimum distance from the last point before stroke continues.

### **Factor**

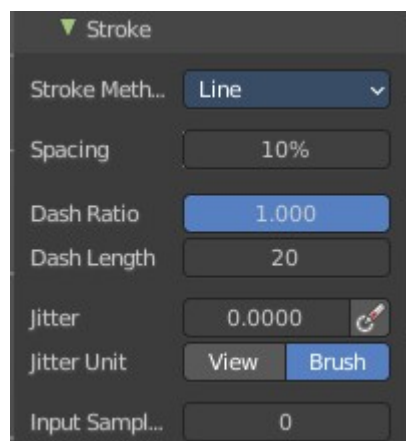
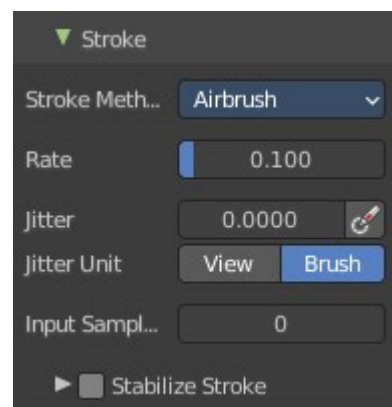
Smooth stroke factor: higher values give a smoother stroke

## **Line**

Drag a line with dabs separated according to spacing.

### **Spacing**

Spacing between brush daubs as a percentage of a brush diameter.



### ***Dash Ratio***

Ratio of samples in a cycle that the brush is enabled.

### ***Dash Length***

Length of a dash cycle measured in stroke samples.

### ***Jitter***

The position of the brush while painting. Pressure sensitivity can be activated here.

### ***Jitter Unit***

Jitter in view in screen space or relative to brush size. Buttons are View and Brush respectively.

### ***Input Samples***

Average multiple input samples together to smooth the brush stroke.

## **Curve**

Define the stroke curve with a bezier curve. Dabs are separated according to spacing.

### ***Spacing***

Spacing between brush daubs as a percentage of a brush diameter.

### ***Paint Curve Data***

Make new or select existing paint curve data profiles.

### ***Dash Ratio***

Ratio of samples in a cycle that the brush is enabled.

### ***Dash Length***

Length of a dash cycle measured in stroke samples.

### ***Jitter***

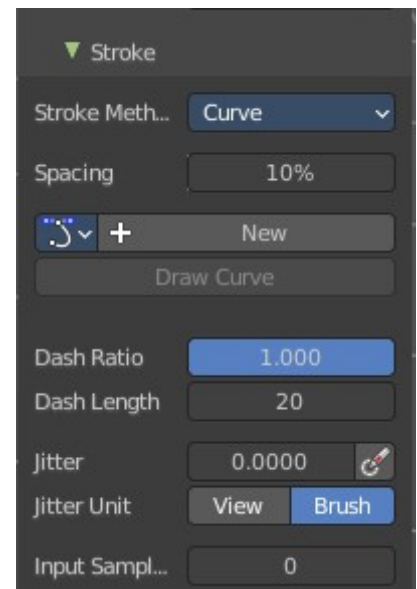
The position of the brush while painting. Pressure sensitivity can be activated here.

### ***Jitter Unit***

Jitter in view in screen space or relative to brush size. Buttons are View and Brush respectively.

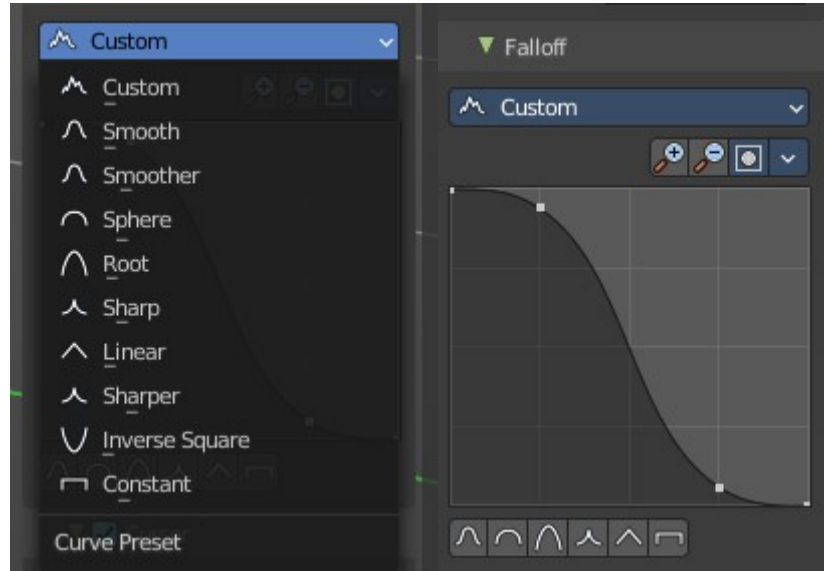
### ***Input Samples***

Average multiple input samples together to smooth the brush stroke.



## Falloff Sub panel

This subpanel shows with all brushes in the Brush settings panel. This customizes the fall off of the brush, where the left is the center and right is the outer circle of the brush. Higher values is stronger falloff.



### Curve Preset

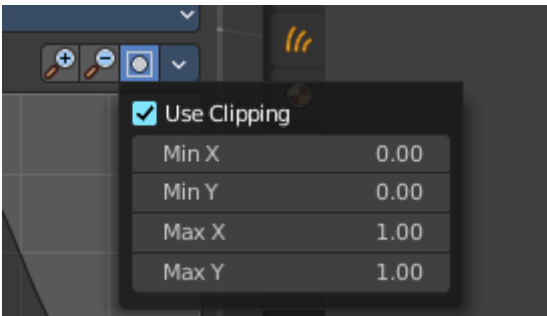
Select a falloff curve preset.

### Zoom In

Zoom the graph in.

### Zoom Out

Zoom the graph out.



### Clipping Options

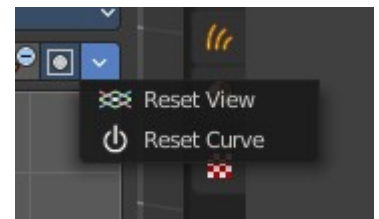
Control the minimum X and Y values and maximum X and Y values.

### Reset View

Restore the default zoom value and center view.

### Reset Curve

Reset to preset curve values.



### Presets

Quickly draw some default curve profiles



## Cursor Sub panel

This subpanel shows with all brushes in the Brush settings panel.

## Show Brush

Show the brush icon when painting.

## Cursor Color

The brush icon color with adding.

## Falloff Opacity

The brush icon falloff opacity. This is an overlay drawn by a percentage.

## Override Overlay

When activated it won't show the overlay when drawing.

## Use Cursor Overlay

When activated, this will hide the overlay in the viewport completely.

