



7.1.14 Editors - 3D Viewport - Header - Mesh - Sculpt mode - Sculpt menu

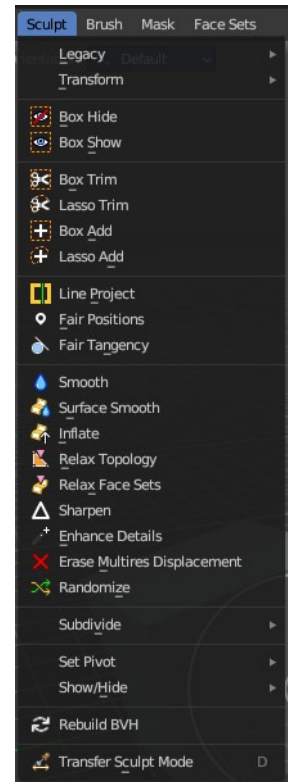
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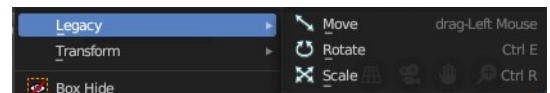
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Sculpt Mode - Sculpt Menu



Legacy submenu

The legacy menu contains operators from the old tool system that already exists in the tool shelf and uses the new tool system.



Move

Activates the old move tool. The old move tool does not show a widget!

Note that the hotkey for this tool is not displayed correctly. But can't be fixed by us. The hotkey is ctrl W

Snapping

Holding down Ctrl activates temporary global snapping.

Precision movement

When you hold down shift, then you will have a much slower but also much preciser movement.

Header Values

When you move your object then you will see some values in the header, which defines the current position of the object.



The value m stands for the default metric system. Meters. You can change the units in the Properties editor in the Scene properties in the Units panel. When you choose kilometers here then you will see a km instead m.

The value D stands for the distance of the current selected axis. This can also be two axis. Then you have two d values. The value in the brackets is then the direct distance to the starting point.



These values are always relative to the starting point. You always start with zero, regardless of the real world position.

Numerical Input

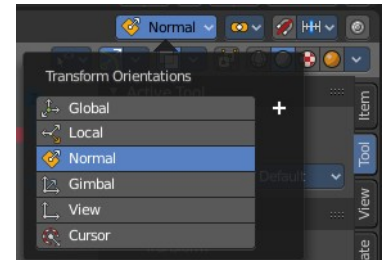
When you move the object, and hold down the mouse and type in a value, like 20, then the movement will be performed by the value that you have typed in. In this case by 20 units in direction of the selected axis.

Limit Axis

When you want to rotate a specific axis, then press X or Y or Z to limit the rotation to this axis. You usually start in global orientation. But you can change this in the Orientation settings.



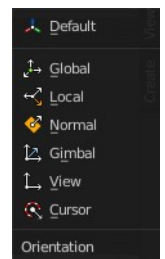
By holding down the mouse button and pressing the X, Y or Z key twice you can toggle this to local. But also to other orientations. This depends in what orientation you start. With normal you can toggle that way between Normal and global.



This can be combined with the numerical input. Type in X, type in X again to use the local space, type in 20 to move by 20 units in local orientation. Release the mouse to confirm.

Orientation

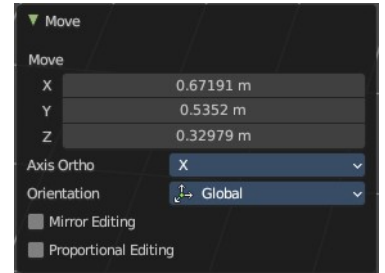
The widget can have different orientations. The menu items should be self explaining.



Last Operator Move

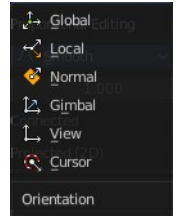
Move X, Y Z

The position. Attention, the actual world orientation and rotation does not matter here. It always starts with a value of zero, and moves relative to this zero then. For the actual location values have a look in the sidebar in the transform panel.



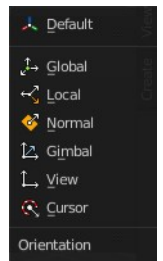
Axis Ortho

Defines the other axis of the imaginary shear axis plane.



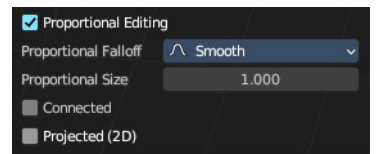
Orientation

The widget can have different orientations. The menu items should be self explaining.



Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

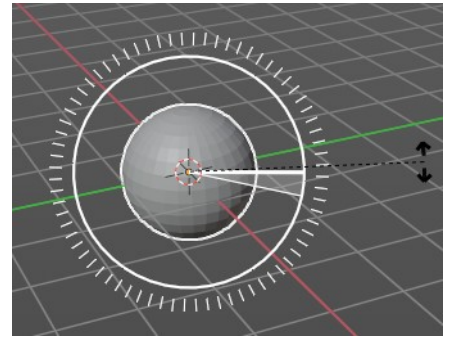
Rotate

Activates the old Rotate tool. This tool has no widget!

Snapping

Holding down Ctrl activates temporary global snapping. It snaps then by 5 degrees steps.

When you use the white circle to rotate, then the widget also shows a division circle around the widget. This divisions shows even finer when



you do precision rotation.

Precision rotation

When you hold down shift, then you will have a much slower but also much preciser rotation.

Header Values

When you rotate your object then you will see some values in the header, which defines the current rotation of the object. The rotation is shown in degrees.

Rot: -3.57 global

Numerical Input

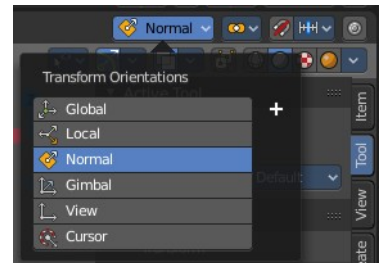
When you rotate the object, and hold down the mouse and type in a value, like 20, then the rotation will be performed by the value that you have typed in. In this case by 20 degree around the selected axis.

Limit Axis

When you want to rotate a specific axis, then press X or Y or Z to limit the rotation to this axis. You usually start in global orientation. But you can change this in the Orientation settings.

Rot: -0.08 along normal X

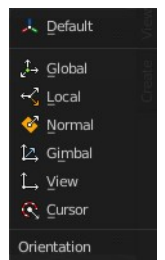
By holding down the mouse button and pressing the X, Y or Z key twice you can toggle this to local. But also to other orientations. This depends in what orientation you start. With normal you can toggle that way between Normal and Global.



This can be combined with the numerical input. Type in X, type in X again to use the local space, type in 20 to rotate by 20 degree. Release the mouse to confirm.

Orientation

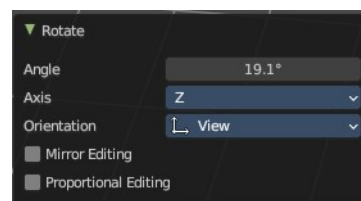
The 3d cursor can have different orientations. The menu items should be self explaining.



Last Operator Rotate

Angle

The rotation. Attention, the actual world orientation and rotation does not matter here. It always starts with a value of zero, and rotates relative to this zero then. For the actual rotation values have a look in the sidebar in the transform panel.

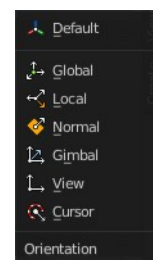


Axis

Which axis to rotate.

Orientation

The widget can have different orientations. The menu items should be self explaining.

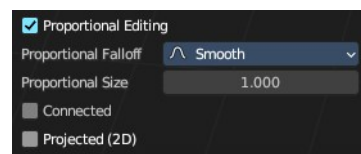


Mirror Editing

Enable mirror editing.

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Scale

Activates the old Scale tool. This tool has no widget!

Snapping

Holding down Ctrl activates temporary global snapping.

Precision Scale

When you hold down shift, then you will have a much slower but also much preciser scale.

Header Values

When you scale your object then you will see some values in the header, which defines the current scale of the object.

Scale: 1.1996 global

These values are always relative to the starting point. You always start with 1, regardless of the real world scale.

Numerical Input

When you scale the object, and hold down the mouse and type in a value, like 20, then the scale will be performed by the value that you have typed in. In this case by factor 20 along the selected axis.

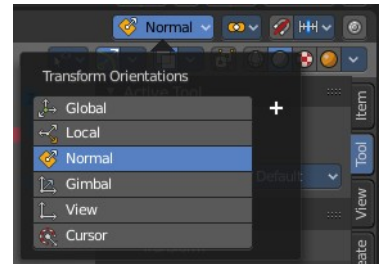
Limit Axis

When you want to rotate a specific axis, then press X or Y or Z to limit the scale to this axis. You usually start in global orientation. But you can change this in the Orientation settings.

Rot: -0.08 along normal X

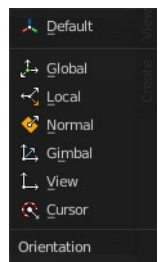
By holding down the mouse button and pressing the X, Y or Z key twice you can toggle this to local. But also to other orientations. This depends in what orientation you start. With normal you can toggle that way between Normal and Global.

This can be combined with the numerical input. Hold down mouse, type in X, type in X again to use the local space, type in 20 to scale by 20 units. Release the mouse to confirm.



Orientation

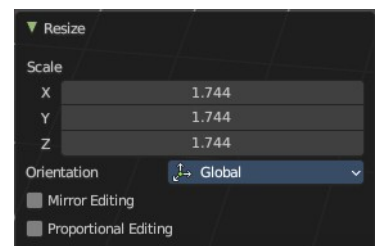
The 3d cursor can have different orientations. The menu items should be self explaining.



Last Operator Resize

Angle

The rotation. Attention, the actual world orientation and rotation does not matter here. It always starts with a value of zero, and rotates relative to this zero then. For the actual rotation values have a look in the sidebar in the transform panel.

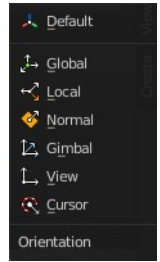


Axis

Which axis to rotate.

Orientation

The widget can have different orientations. The menu items should be self explaining.

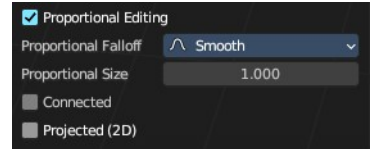


Mirror Editing

Enable mirror editing.

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

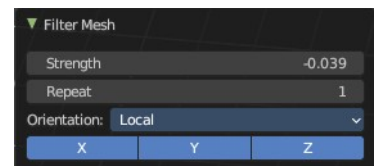
The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Transform submenu

Sphere

Adds a mesh filter that casts the mesh to a sphere shape.

Activate the tool, click at the mesh, and adjust the sphere shape in the last operator panel.



Last operator Filter Mesh

Strength

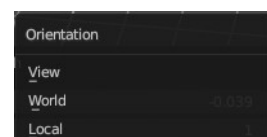
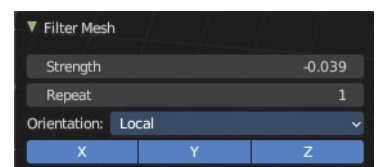
The strength of the sphere casting

Repeat

How often to repeat the casting.

Orientation

The orientation of the tool.



Axis

Which axis to affect.

Box Hide

Calls a rectangle tool that allows you to hide away mesh parts.

Box Show

Calls a rectangle tool that allows you to reveal hidden mesh parts.

Box Trim

Calls a rectangle tool that cuts away mesh parts, dependant of the view.

Lasso Trim

Calls a rectangle tool that cuts away mesh parts, dependant of the view.

Box Add

Calls a rectangle tool that adds mesh parts, dependant of the view.

Lasso Add

Calls a rectangle tool that adds mesh parts, dependant of the view.

Line Project

Calls a rectangle tool that cuts away mesh parts, dependant of the view.

Fair Positions

Edits the current active face set.

Creates a smooth as possible geometry patch from the face set, miniming changes in vertex positions.

Fair Tangency

Edits the current active face set.

Creates a smooth as possible geometry patch from the face set, miniming changes in vertex tangents.

Last Operator Edit Face Sets



Mode

The face set modification mode.

Strength

How strong the operation should be applied.

Modify Hidden

Also modify hidden geometry.



Smooth

Smoothens the object.

Surface Smooth

Smoothens the surface.

Inflate

Inflates the surface

Relax Topology

Relaxes the mesh.

Relax Face Sets

Relaxes the face sets.

Sharpen

Sharpens the face sets.

Enhance Details

Enhances the details

Erase Multires Displacement

Erases multiresolution displacement.

Randomize

Randomizes the mesh.

Last operator Filter Mesh

Strength

The strength of the sphere casting

Repeat

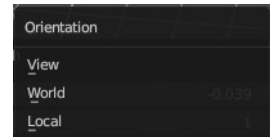
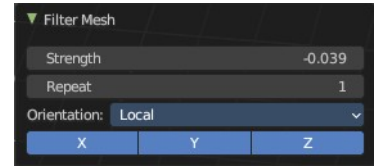
How often to repeat the casting.

Orientation

The orientation of the tool.

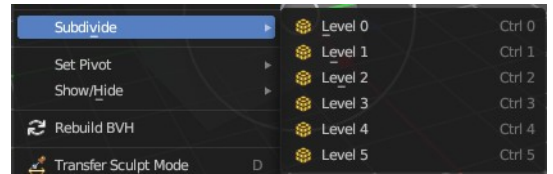
Axis

Which axis to affect.

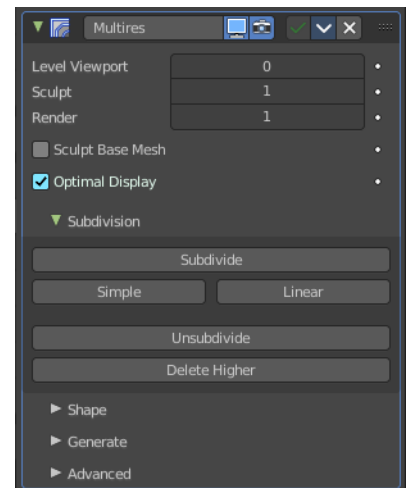


Subdivide submenu

Subdivide is a menu where you can quickly set the subdivision level of the selection. What it does is to add a SDS modifier in the Properties Editor if required. And set the SDS level to the needed value. Ctrl 0 sets SDS to level 0. Ctrl 1 sets SDS level to 1, and so on.



SDS happens at Object mode level. Even when you apply it in the Sculpt Mode! And it happens at the whole object. The sculpting though still happens at the base mesh.



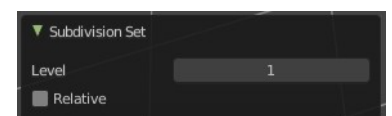
Last Operator Subdivision Set

Level

Adjust the SDS level.

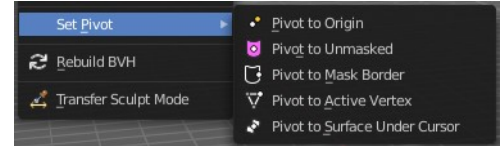
Relative

Applies the Subsurf Level as an offset relative to the current level.



Set Pivot

Sets the pivot to the chosen location. The menu items should be self explaining. So we don't repeat them here.



Show / Hide submenu

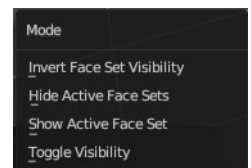
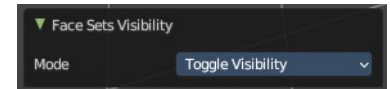
Toggle Visibility

Toggles the visibility of face sets.

Last operator Face Sets Visibility

Mode

The show hide modes for face sets.



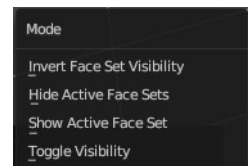
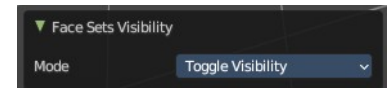
Hide active Face Sets

Makes the active face sets invisible.

Last operator Face Sets Visibility

Mode

The show hide modes for face sets.



Show All

Makes all invisible mesh parts visible again.

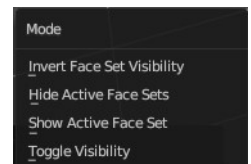
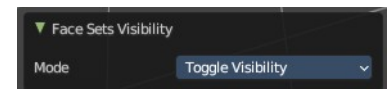
Invert Visible

Toggles the visibility of the selected face sets.

Last operator Face Sets Visibility

Mode

The show hide modes for face sets.



Hide Masked

Hides the masked mesh part.

Rebuild BVH

Recalculate the sculpt BVH to improve performance.

Transfer Sculpt Mode

Switch to another object in Sculpt mode. The tool calls an object picker with which you can choose the object that you want to switch to.



There is also a hardcoded hotkey D, which works directly. Hover with the mouse over the object, and press D