7.1.15 Editors - 3D Viewport - Header - Mesh - Sculpt mode - Mask menu

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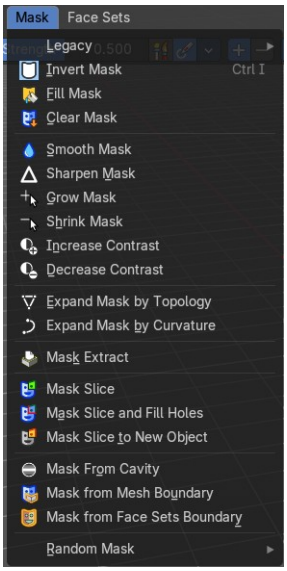
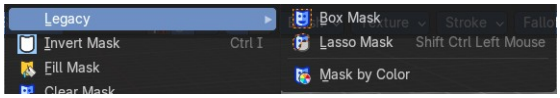
Sculpt Mode - Mask Menu



Legacy Sub-menu



Contains legacy operators also found the in the toolshelf as modal operations.

Box mask

Select a part of the mesh by box select.

Lasso Mask

Select a part of the mesh by lasso select.

Mask by Color

Select a part of the mesh by its color. Note that this does not work with a multiresolution modifier at the mesh. You will get a warning that multires is not supported.

Invert Mask

Inverts the mask.

Fill Mask

Fills the mask with a given value, or inverts its values.

Clear Mask

Clears the mask.

Smooth Mask

Smoothens the mask selection.

Sharpen Mask

Sharpens the mask selection.

Grow Mask

Grows the mask

Shrink Mask

Shrinks the mask.

Increase Contrast

Increases the contrast between masked parts and not masked parts.

Decrease Contrast

Decreases the contrast between masked parts and not masked parts.

Expand Mask by Topology

Expands the mask from the initial active vertex under the mouse. Starts with a new mask.

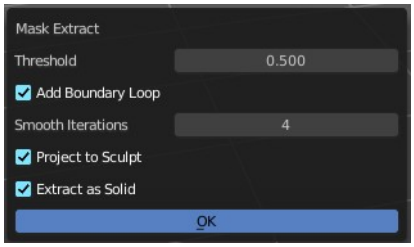
Watch the tool tip in the footer for further instructions.

Expand Mask by Curvature

Expands the mask from the initial active vertex under the mouse. Keeps the previous mask.

Watch the tool tip in the footer for further instructions.

Mask Extract



Creates a new object out of the masked mesh part.

This operation cannot be undone!

Threshold

The sharpness of the mask border.

Add Boundary Loop

Add a boundary loop at the border of the new created geometry. This can help to make the geometry more

stable.

Smooth Iterations

How many iterations to smooth the new created geometry.

Project to Sculpt

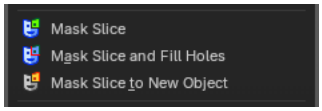
Project the extracted mesh into the original sculpt.

Extract as Solid

Extract the new created mesh as a solid mesh.

OK

Apply the Mask Extract tool.



Mask Slice

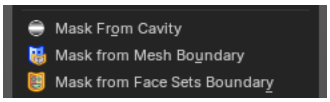
Slices the paint mask from the mesh.

Mask Slice and fill Holes

Slices the paint mask from the mesh. And fills existing holes.

Mask Slice to new Object

Slices the paint mask from the mesh, and creates a new object out of it.



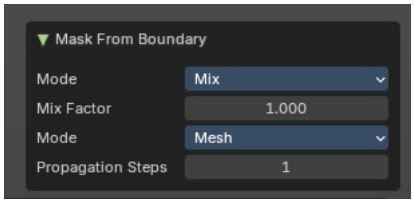
Mask from Cavity

Creates a mask based on cavity and pointiness of the mesh.

Mask from Mesh Boundary

Creates a mask along the topological boundaries of the mesh—edges where geometry ends or is disconnected.

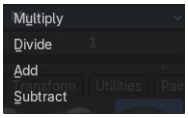
Adjust last operator Mask from Boundary



Mode:

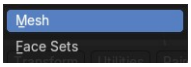
Defines how the mask interacts with existing masks. Controls how the new mask blends with any existing mask (e.g. Mix, Add, Subtract).

Mix Factor:



Controls blending strength.

Mode:



Either Face Sets mode or Boundary mode.

Propagation Steps:

Determines how far the mask spreads from the boundary.

Mask from Face Sets Boundary

Generates a mask along the boundaries between face sets—regions defined by sculpting tools or manual assignment.

Random Mask

Masks out random parts of the mesh by the chosen method.