



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

Table of content

Sculpt Mode - Mask Menu.....	1
Invert Mask.....	1
Fill Mask.....	1
Clear Mask.....	1
Smooth Mask.....	1
Sharpen Mask.....	2
Grow Mask.....	2
Shrink Mask.....	2
Increase Contrast.....	2
Decrease Contrast.....	2
Expand Mask by Topology.....	2
Expand Mask by Curvature.....	2
Mask Extract.....	2
Threshold.....	2
Add Boundary Loop.....	2
Smooth Iterations.....	2
Project to Sculpt.....	3
Extract as Solid.....	3
OK.....	3
Mask Slice.....	3
Mask Slice and fill Holes.....	3
Mask Slice to new Object.....	3
Mask from Cavity.....	3
Random Mask.....	3

Sculpt Mode - Mask Menu

Invert Mask

Inverts the mask.

Fill Mask

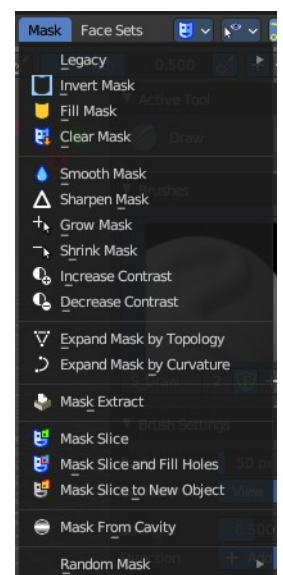
Fills the mask with a given value, or inverts its values.

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

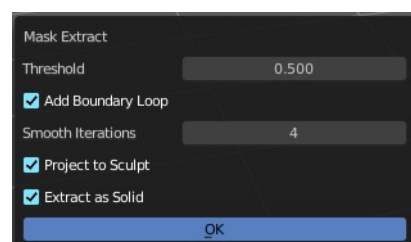
The sharpness of the mask border.

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.

Random Mask

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

