



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

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## 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

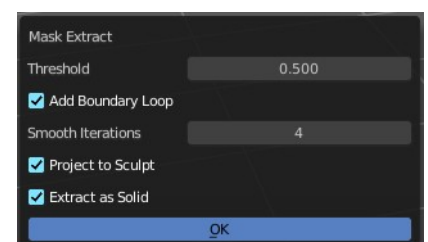
The sharpness of the mask border.

### 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.

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## Mask from Cavity

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

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## Random Mask

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

