

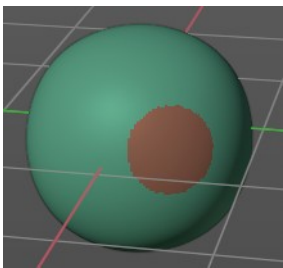
7.1.16 Editors - 3D Viewport - Header - Mesh - Sculpt mode - Face Sets menu

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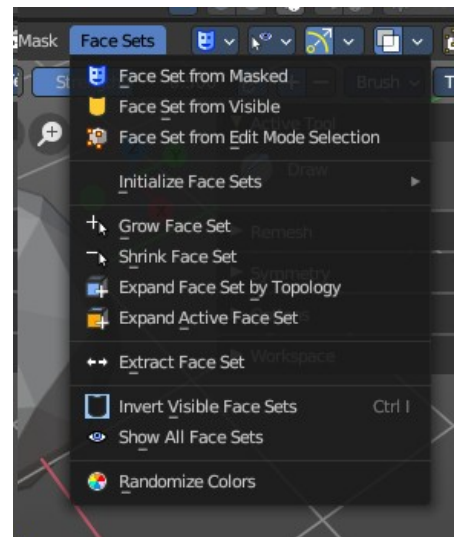
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Sculpt Mode - Face Sets Menu

Face Sets is a kind of a mask that shows in different colors to assist in sculpting regions and running different sculpt brush effect. The colors are random.



In the Face Sets menu you can create and manage Face Sets.



Face Sets from Mask

Creates a face set from the current mask.

Face Sets from Visible

Creates a face set from the visible geometry.

Face Sets from Edit Mode Selection

Creates a face set from the selection that you do in edit mode.

Grow Face Sets

Grows the face sets.

Shrink Face Sets

Shrinks the face sets.

Expand Face Set by Topology

Expands a face set from a starting point on the topology. Click and drag on the mesh once you start the operator.

Expand Active Face Set

Expands a face set from the active face set under the mouse cursor. Click and drag on the face set once you start the operator.

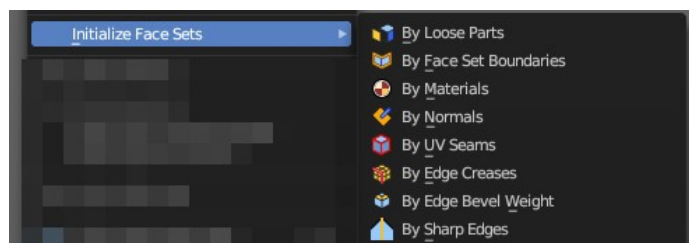
Extract Face Set

Creates a new mesh object from the selected face set. The mouse turns into a color picker to pick the face set when you activate this too.

Initialize Face Sets

A menu with various methods to initialize the face sets. These methods include the following:

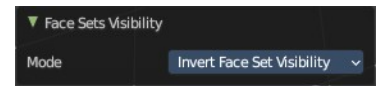
- By Loose Parts
- By Face Set Boundaries
- By Materials
- By Normals
- By UV Seams
- By Edge Creases
- By Edge Bevel Weight
- By Sharp Edges



Invert visible Face Sets

Inverts the visible face sets to be invisible.

Last Operator Face Sets Visibility



Mode

Invert Face Set Visibility

Inverts the visibility.

Hide Active Face Set

Hides the active face set.

Show Active Face Set

Shows the active face set.

Toggle Visibility

Toggles the visibility on or off.

Show all Face Sets

Show all face sets.

Randomize Colors

Generates a new set of random colors to render the face sets.

