



7.2.13 Editors - 3D Viewport - Tool Shelf - Grease Pencil - Sculpt Mode

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Tool Shelf - Grease Pencil - Sculpt Mode

In Sculpt Mode you will mainly find brushes in the tool shelf.

The brushes settings are covered in the chapter 25.1.8 Editors - Properties Editor - Tools Tab - Grease Pencil Object.



Annotate tools

The annotate tools at the end of the list are explained in the chapter 7.1.1 Editors - 3D View - Tool Shelf - Object Mode. We won't cover this tools again here.

However, the active tool setting in Sculpt mode has an extra setting.

Stabilize Stroke

Helper to draw smooth and clean lines. Press Shift for an invert effect (even if this option is not active)

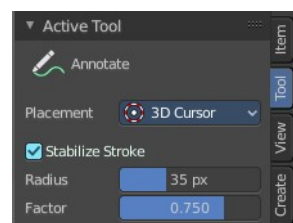
Radius and factor becomes visible when stabilize stroke is activated.

Radius

Stabilizer stroke radius. Minimum distance from last point before the stroke continues

Factor

Stabilizer stroke factor. Higher values gives a smoother stroke.

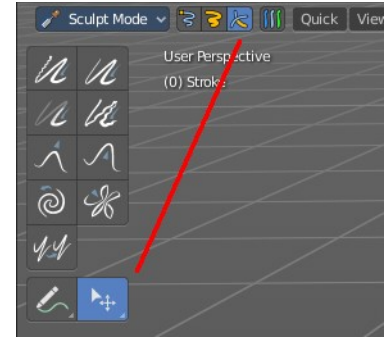


Select Tools

When you activate one of the mask modes then the select tool group appears. It is explained in the chapter 7.1.1 Editors - 3D View - Tool Shelf - Object Mode. We won't cover this tools again here.

Footer

When you use a brush then you will see some further informations to the brush. Scroll Wheel changes for example the brush radius.



GPencil Sculpt: Smooth Stroke | LMB to paint | RMB/Escape to Exit | Ctrl to Invert Action | Wheel Up/Down for Size | Shift-Wheel Up/Down for Strength

Smooth brush

Smoothens the stroke under the brush.

Thickness

Changes the thickness of the stroke under the brush.

Strength

Adjust the transparency of the stroke under the brush. Note that the effect is pretty weak with even a strength of 1. You need several strokes until you get a visible effect.

Randomize

Randomizes the curve points.

Grab

Grab the stroke and pull it around.

Push

Push the stroke under the brush around.

Twist

Twist the stroke under the mouse. Clockwise or counter clockwise.

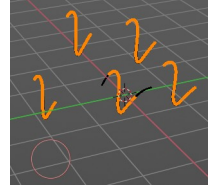
Pinch

Pinches or inflates the stroke under the mouse.

Clone

Clones strokes. You first need to copy a stroke before you can clone it.

Currently you need to be in one of the mask selection modes for that. Then select a stroke. With circle select for example. Copy it with ctrl c. And then you should be able to clone the current stroke around with a mouse click.



Note that it clones the whole stroke, and not just the selected stroke geometry. The clone brush is more of a copy and paste stroke tool.