

## 7.3.11 Editors - 3D Viewport - Sidebar - Tool Tab - Grease Pencil Object - Sculpt Mode

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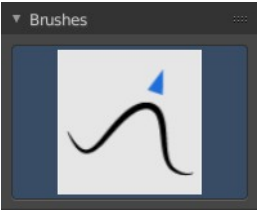
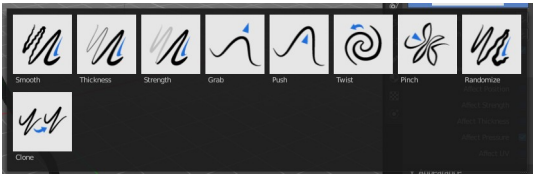
**Sculpt Mode**

In Sculpt mode you can sculpt the grease pencil strokes.

**Sculpt Mode - Brushes Panel**

**Brush browser**

Pick a pencil, and see what pencil is active.



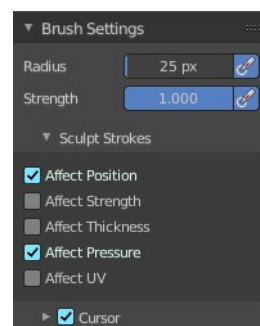
## Sculpt Mode - Brush Settings Panel - Smooth Brush

### Radius

The radius of the brush.

### Strength

The strength of the brush.



### Sculpt Strokes sub panel

#### Affect Position

The brush affects the position of the point.

#### Affect Strength

The brush affects the color strength of the point.

#### Affect Thickness

The brush affects the thickness of the point.

#### Affect Pressure

The brush affects the pressure values as well when smoothing strokes.

#### Affect UV

The brush affects the UV rotation of the point.

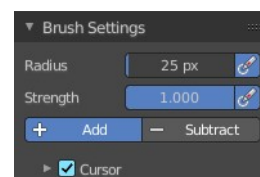
## Sculpt Mode - Brush Settings Panel - Thickness Brush

### Radius

The radius of the brush.

### Strength

The strength of the brush.



### Add / Subtract

Thickness and Strength brush. If this brush should add or subtract to the



sculpt surface.

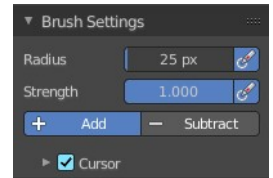
## Sculpt Mode - Brush Settings Panel - Strength Brush

### Radius

The radius of the brush.

### Strength

The strength of the brush.



### Add / Subtract

Thickness and Strength brush. If this brush should add or subtract to the sculpt surface.



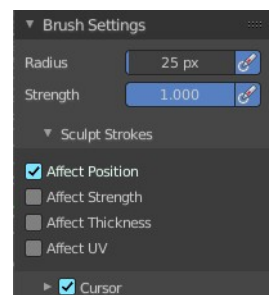
## Sculpt Mode - Brush Settings Panel - Randomize Brush

### Radius

The radius of the brush.

### Strength

The strength of the brush.



### Sculpt Strokes sub panel

#### Affect Position

The brush affects the position of the point.

#### Affect Strength

The brush affects the color strength of the point.

#### Affect Thickness

The brush affects the thickness of the point.

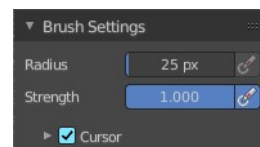
#### Affect UV

The brush affects the UV rotation of the point.

## Sculpt Mode - Brush Settings Panel - Grab Brush

### Radius

The radius of the brush.



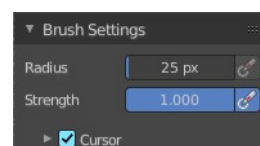
### Strength

The strength of the brush.

## Sculpt Mode - Brush Settings Panel - Push Brush

### Radius

The radius of the brush.



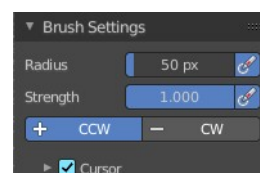
### Strength

The strength of the brush.

## Sculpt Mode - Brush Settings Panel - Twist Brush

### Radius

The radius of the brush.



### Strength

The strength of the brush.

### Clockwise/Counter Clockwise

If the twist goes clockwise or counter clockwise.



### Pinch / Inflate

Pinch brush. If the brush should pinch or inflate.



## Sculpt Mode - Brush Settings Panel - Pinch Brush

### Radius

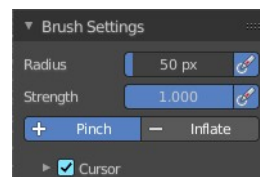
The radius of the brush.

### Strength

The strength of the brush.

### Pinch / Inflate

Pinch brush. If the brush should pinch or inflate.



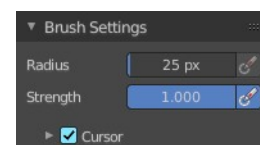
## Sculpt Mode - Brush Settings Panel - Clone Brush

### Radius

The radius of the brush.

### Strength

The strength of the brush.

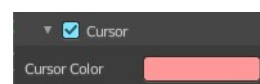


## Sculpt Mode - Brush Settings Panel - Cursor Sub panel

This subpanel shows with all brushes in the Brush settings panel.

### Show Brush

Show the brush icon when painting.



### Cursor Color

The brush icon color with adding.

### Inverse Color

The brush icon color with subtracting.

Inverse color does not show with all brushes. Just with Pinch for example.



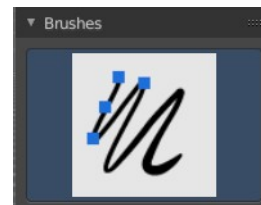
## Grease Pencil - Weight Paint Mode

In Weight Paint Mode you can weight paint your strokes.

### Weight Paint Mode - Brushes Panel

#### Brush browser

Pick a pencil, and see what pencil is active. There is just one pencil available for weight painting.



### Weight Paint Mode - Brush Settings Panel

#### Radius

The radius of the brush.

#### Strength

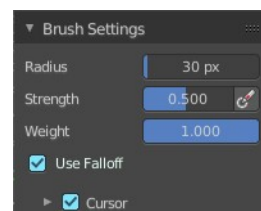
The strength of the brush.

#### Weight

The target weight. Everything below gets added towards this value. Everything above gets subtracted from this value. Usually you work with the maximum value of 1.

#### Use Falloff

Use Falloff for the brush.



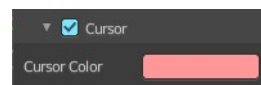
### Weight Paint Mode - Brush Settings Panel - Cursor Sub panel

#### Show Brush

Show the brush icon when painting.

#### Color

The brush icon color.



## Sculpt Mode - Options panel

### Auto Normalize

Ensure that all bone deforming vertex groups adds up to 1.0 while weight painting.

