



7.3.16 Editors - 3D Viewport - Sidebar - Tool Tab - Hair Curve - Sculpt Mode

Table of content

Sculpt Mode.....	3
Sculpt Mode - Brushes Panel.....	3
Brushes browser.....	3
Select Mode.....	3
Control Point.....	3
Curves.....	4
Selection Paint.....	4
Radius.....	4
Strength.....	4
Direction.....	4
Use Sculpt Collision.....	4
Add.....	5
Radius.....	5
Strength.....	5
Use Sculpt Collision.....	5
Count.....	5
Interpolate.....	5
Length.....	5
Shape.....	5
Point Cloud.....	5
Curve Length.....	5
Points per Curve.....	5
Delete.....	6
Radius.....	6
Strength.....	6
Use Sculpt Collision.....	6
Density.....	6
Radius.....	6
Strength.....	6
Use Sculpt Collision.....	7
Comb.....	7
Radius.....	7
Strength.....	7
Use Sculpt Collision.....	7
Snake Hook.....	8
Radius.....	8
Strength.....	8
Use Sculpt Collision.....	8
Grow/Shrink.....	8
Radius.....	8
Strength.....	8
Direction.....	8
Use Sculpt Collision.....	9
Scale Uniform.....	9
Minimum Length.....	9

Pinch.....	9
Radius.....	9
Strength.....	9
Use Sculpt Collision.....	9
Puff.....	10
Radius.....	10
Strength.....	10
Use Sculpt Collision.....	10
Smooth.....	10
Radius.....	10
Strength.....	10
Use Sculpt Collision.....	11
Slide.....	11
Radius.....	11
Strength.....	11
Use Sculpt Collision.....	11
Stroke Sub panel.....	11
Stroke Method.....	11
Dots.....	11
Jitter.....	12
Jitter Unit.....	12
Input Samples.....	12
Stabilize Stroke.....	12
Radius.....	12
Factor.....	12
Space.....	12
Spacing.....	12
Dash Ratio.....	12
Dash Length.....	12
Jitter.....	12
Jitter Unit.....	12
Input Samples.....	13
Stabilize Stroke.....	13
Radius.....	13
Factor.....	13
Airbrush.....	13
Rate.....	13
Jitter.....	13
Jitter Unit.....	13
Input Samples.....	13
Stabilize Stroke.....	13
Radius.....	13
Factor.....	13
Line.....	14
Spacing.....	14
Dash Ratio.....	14
Dash Length.....	14
Jitter.....	14
Jitter Unit.....	14
Input Samples.....	14
Curve.....	14
Spacing.....	14
Paint Curve Data.....	14

Dash Ratio.....	14
Dash Length.....	14
Jitter.....	14
Jitter Unit.....	15
Input Samples.....	15
Falloff Sub panel.....	15
Curve Preset.....	15
Zoom In.....	15
Zoom Out.....	15
Clipping Options.....	15
Reset View.....	15
Reset Curve.....	15
Presets.....	16
Cursor Sub panel.....	16
Show Brush.....	16
Cursor Color.....	16
Falloff Opacity.....	16
Override Overlay.....	16
Use Cursor Overlay.....	16

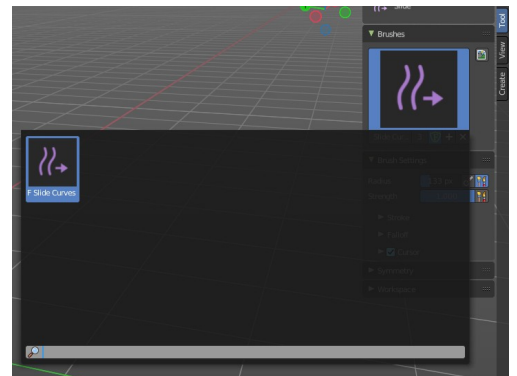
Sculpt Mode

In Sculpt mode you can sculpt the hair curves.

Sculpt Mode - Brushes Panel

Brushes browser

You can create and manage brush settings from the brush browser and see what brush is active.



Select Mode

Change the mode used for selection masking in curves sculpt mode.

This toggles two methods of how the brushes interact with the hair curves. They can either be selected and manipulated by control points or the complete hair curve.



Control Point

Use the masked selection of the Selection Paint brush. Whatever is opaqued by dark grey is locked. Brush will only affect unlocked areas of the selection. You can modify the selection from the Select menu mentioned in

chapter 7.1.42 Editors - 3D Viewport - Header - Hair Curve - Sculpt mode - Curves menu

Curves

Uses the complete hair curve with the evaluation of the brush. You can modify the selection from the Select menu mentioned in chapter 7.1.42 Editors - 3D Viewport - Header - Hair Curve - Sculpt mode - Curves menu

Selection Paint

Radius

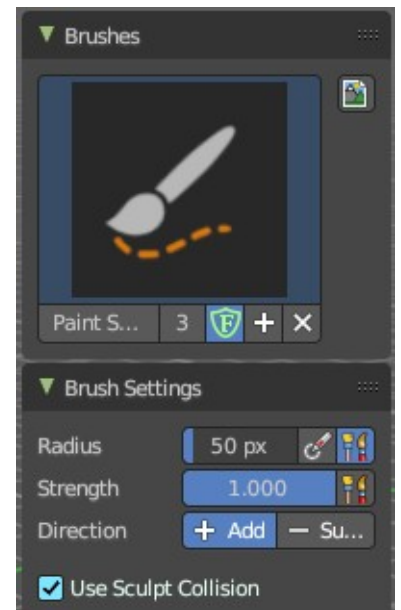
The radius of the brush.

Strength

The strength of the brush.

Direction

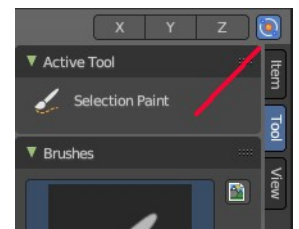
The direction of the brush selection, if it is additive or subtractive by adding or subtracting to the selected curves or control points.



Use Sculpt Collision

Enable the collision of the hair curve particles with the surface.

This option can also be found in the tool settings in the upper right corner as a button only.



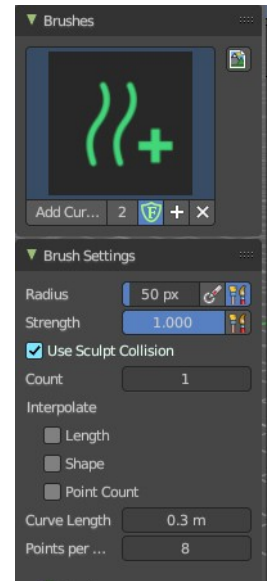
Add

Radius

The radius of the brush.

Strength

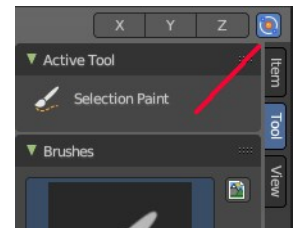
The strength of the brush.



Use Sculpt Collision

Enable the collision of the hair curve particles with the surface.

This option can also be found in the tool settings in the upper right corner as a button only.



Count

Number of curves added by the add brush.

Interpolate

Length

Use length of the curve in close proximity.

Shape

Use shape of the curve in close proximity.

Point Cloud

Use the number of points from the curve in close proximity.

Curve Length

Length of the newly added curves when it is not interpolated from other curves.

Points per Curve

Number of control points in a newly added curve.

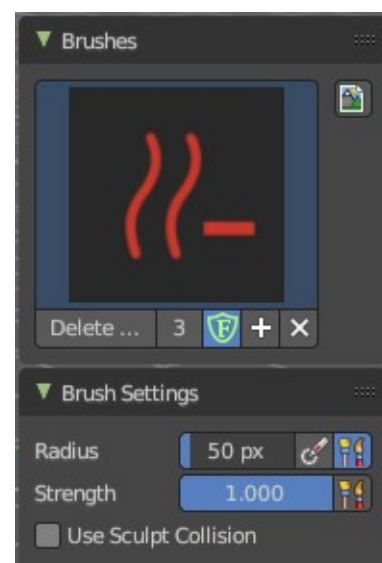
Delete

Radius

The radius of the brush.

Strength

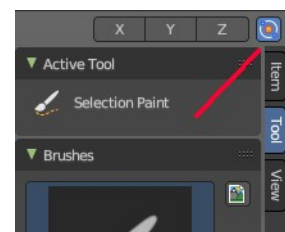
The strength of the brush.



Use Sculpt Collision

Enable the collision of the hair curve particles with the surface.

This option can also be found in the tool settings in the upper right corner as a button only.



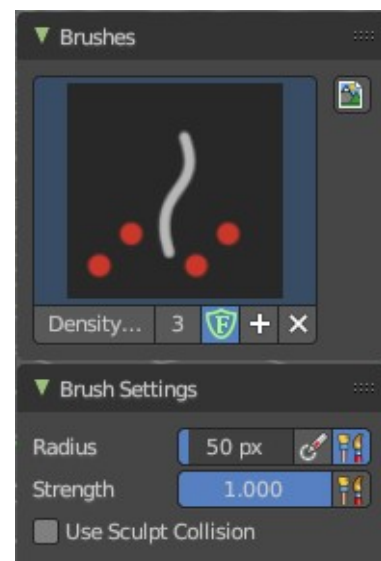
Density

Radius

The radius of the brush.

Strength

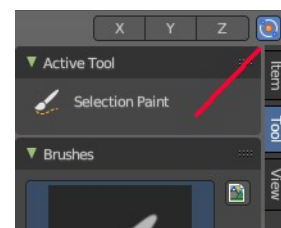
The strength of the brush.



Use Sculpt Collision

Enable the collision of the hair curve particles with the surface.

This option can also be found in the tool settings in the upper right corner as a button only.



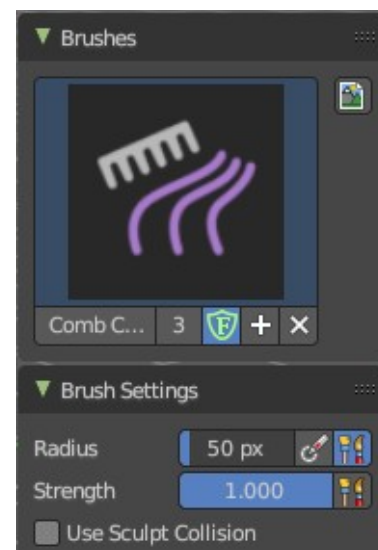
Comb

Radius

The radius of the brush.

Strength

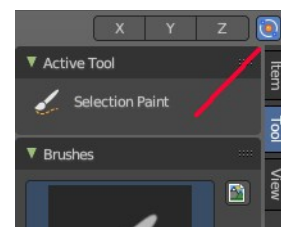
The strength of the brush.



Use Sculpt Collision

Enable the collision of the hair curve particles with the surface.

This option can also be found in the tool settings in the upper right corner as a button only.



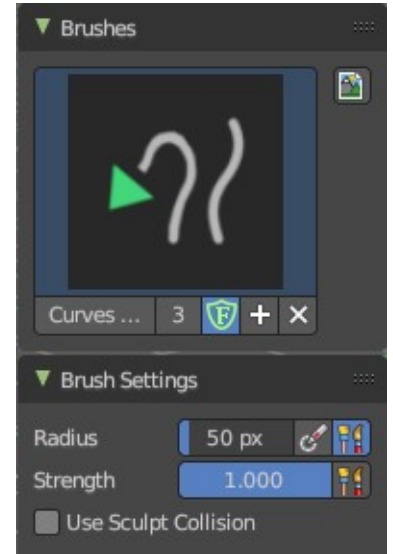
Snake Hook

Radius

The radius of the brush.

Strength

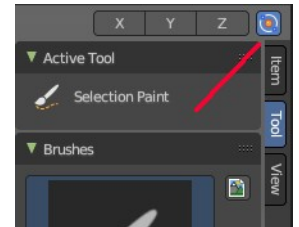
The strength of the brush.



Use Sculpt Collision

Enable the collision of the hair curve particles with the surface.

This option can also be found in the tool settings in the upper right corner as a button only.



Grow/Shrink

Radius

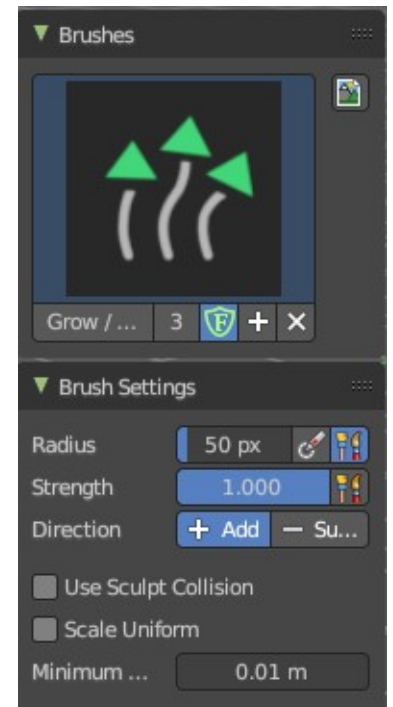
The radius of the brush.

Strength

The strength of the brush.

Direction

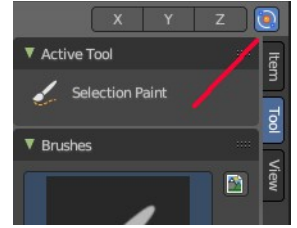
Add or subtract the effect of the brush. Add grows hair curves, Subtract shorten the hair curves.



Use Sculpt Collision

Enable the collision of the hair curve particles with the surface.

This option can also be found in the tool settings in the upper right corner as a button only.



Scale Uniform

Grow or shrink curves by changing their size uniformly instead of using trimming or extrapolation. This is useful for preserving control point count.

Minimum Length

Avoids shrinking curves shorter than this length.

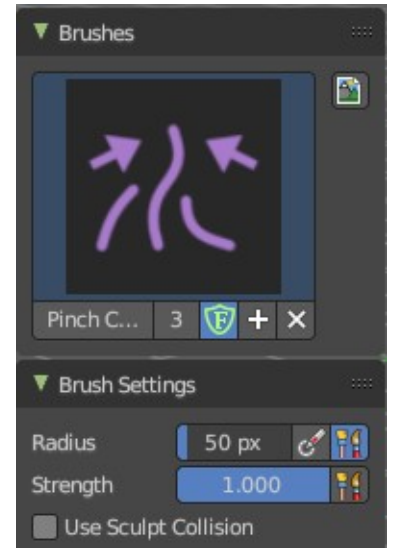
Pinch

Radius

The radius of the brush.

Strength

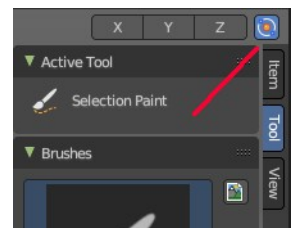
The strength of the brush.



Use Sculpt Collision

Enable the collision of the hair curve particles with the surface.

This option can also be found in the tool settings in the upper right corner as a button only.



Puff

Radius

The radius of the brush.

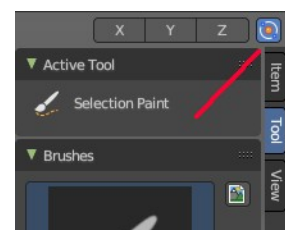
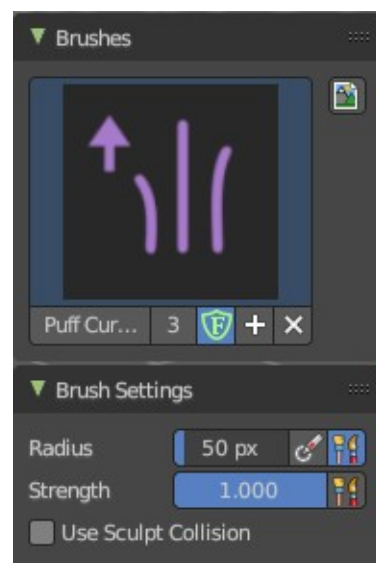
Strength

The strength of the brush.

Use Sculpt Collision

Enable the collision of the hair curve particles with the surface.

This option can also be found in the tool settings in the upper right corner as a button only.



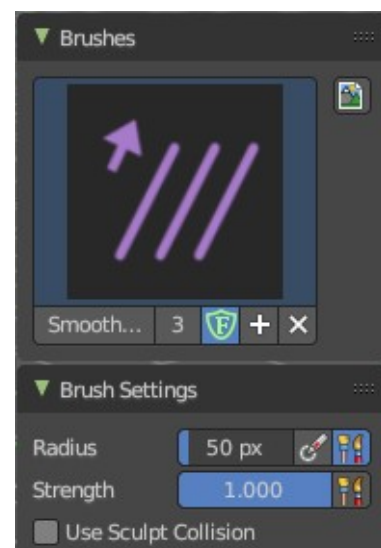
Smooth

Radius

The radius of the brush.

Strength

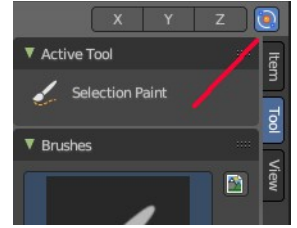
The strength of the brush.



Use Sculpt Collision

Enable the collision of the hair curve particles with the surface.

This option can also be found in the tool settings in the upper right corner as a button only.



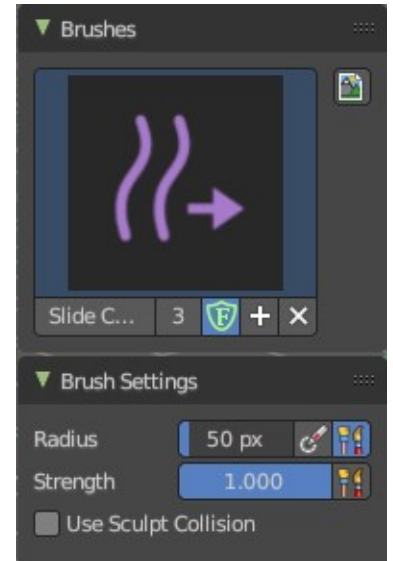
Slide

Radius

The radius of the brush.

Strength

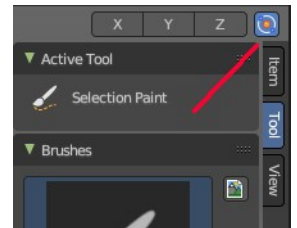
The strength of the brush.



Use Sculpt Collision

Enable the collision of the hair curve particles with the surface.

This option can also be found in the tool settings in the upper right corner as a button only.



Stroke Sub panel

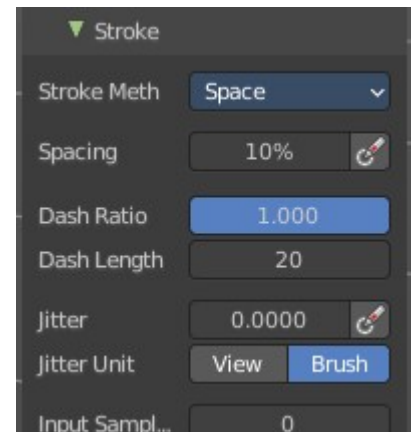
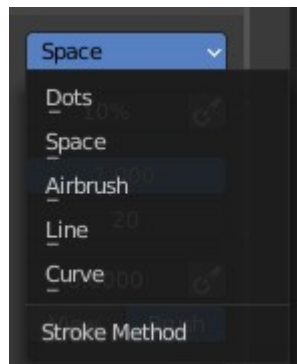
This subpanel shows with all brushes in the Brush settings panel.

Stroke Method

Show the brush icon when painting.

Dots

Apply paint on each mouse move step.



Jitter

The position of the brush while painting. Pressure sensitivity can be activated here.

Jitter Unit

Jitter in view in screen space or relative to brush size. Buttons are View and Brush Relatively..

Input Samples

Average multiple input samples together to smooth the brush stroke.

Stabilize Stroke

Brush lags behind the mouse and follows a smoother path when activated.

Radius

Smooth stroke radius: minimum distance from the last point before stroke continues.

Factor

Smooth stroke factor: higher values give a smoother stroke.

Space

Limit brush applications to the distance specified by spacing.

Spacing

Spacing between brush daubs as a percentage of a brush diameter. Pressure sensitivity activated here.

Dash Ratio

Ratio of samples in a cycle that the brush is enabled.

Dash Length

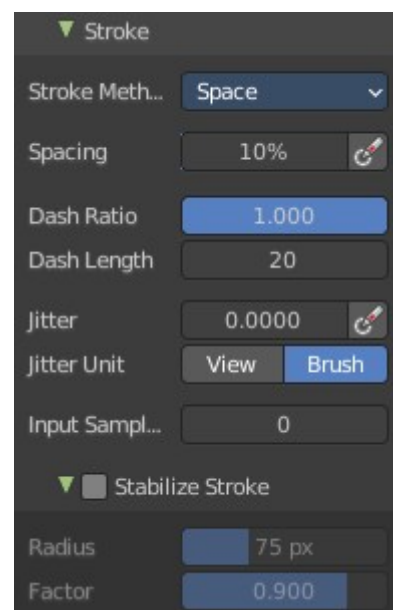
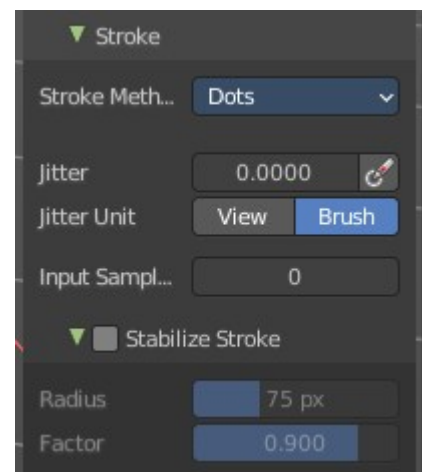
Length of a dash cycle measured in stroke samples.

Jitter

The position of the brush while painting. Pressure sensitivity can be activated here.

Jitter Unit

Jitter in view in screen space or relative to brush size. Buttons are View and Brush respectively.



Input Samples

Average multiple input samples together to smooth the brush stroke.

Stabilize Stroke

Brush lags behind the mouse and follows a smoother path when activated.

Radius

Smooth stroke radius: minimum distance from the last point before stroke continues.

Factor

Smooth stroke factor: higher values give a smoother stroke.

Airbrush

Keep applying paint effect while hiding mouse (spray).

Rate

Intervals between paints for airbrush.

Jitter

The position of the brush while painting. Pressure sensitivity can be activated here.

Jitter Unit

Jitter in view in screen space or relative to brush size. Buttons are View and Brush respectively.

Input Samples

Average multiple input samples together to smooth the brush stroke.

Stabilize Stroke

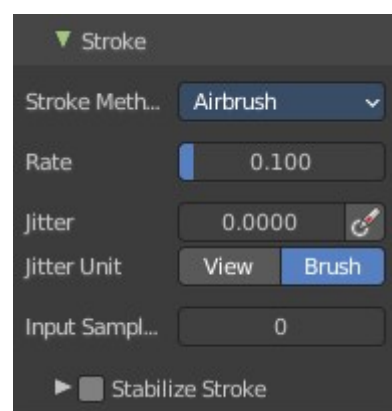
Brush lags behind the mouse and follows a smoother path when activated.

Radius

Smooth stroke radius: minimum distance from the last point before stroke continues.

Factor

Smooth stroke factor: higher values give a smoother stroke.



Line

Drag a line with dabs separated according to spacing.

Spacing

Spacing between brush daubs as a percentage of a brush diameter.

Dash Ratio

Ratio of samples in a cycle that the brush is enabled.

Dash Length

Length of a dash cycle measured in stroke samples.

Jitter

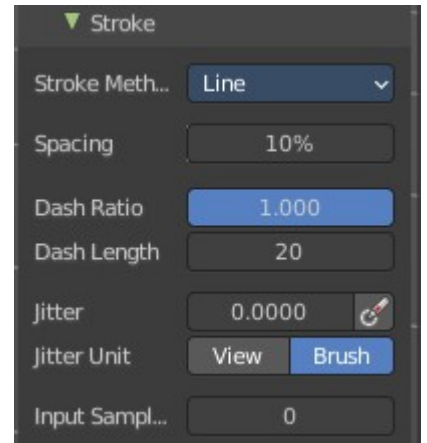
The position of the brush while painting. Pressure sensitivity can be activated here.

Jitter Unit

Jitter in view in screen space or relative to brush size. Buttons are View and Brush respectively.

Input Samples

Average multiple input samples together to smooth the brush stroke.



Curve

Define the stroke curve with a bezier curve. Dabs are separated according to spacing.

Spacing

Spacing between brush daubs as a percentage of a brush diameter.

Paint Curve Data

Make new or select existing paint curve data profiles.

Dash Ratio

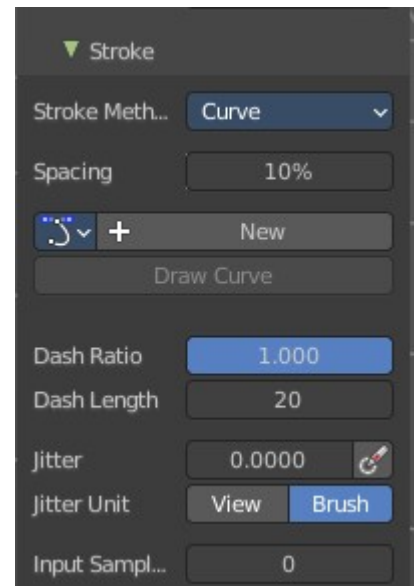
Ratio of samples in a cycle that the brush is enabled.

Dash Length

Length of a dash cycle measured in stroke samples.

Jitter

The position of the brush while painting. Pressure sensitivity can be activated here.



Jitter Unit

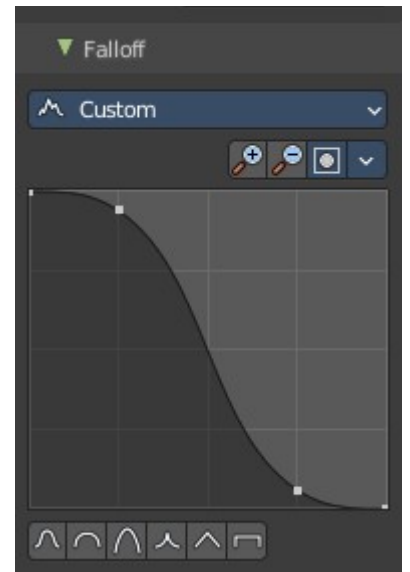
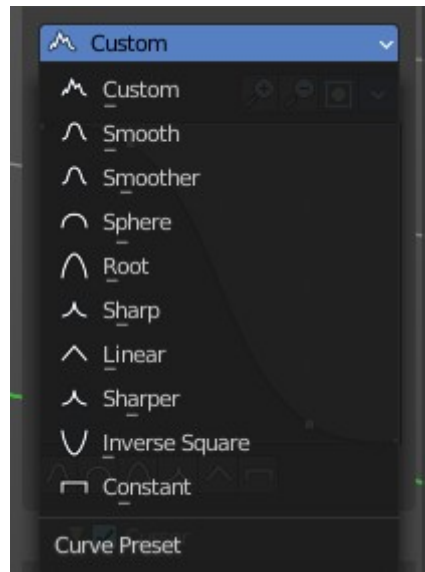
Jitter in view in screen space or relative to brush size. Buttons are View and Brush respectively.

Input Samples

Average multiple input samples together to smooth the brush stroke.

Falloff Sub panel

This subpanel shows with all brushes in the Brush settings panel. This customizes the fall off of the brush, where the left is the center and right is the outer circle of the brush. Higher values is stronger falloff.



Curve Preset

Select a falloff curve preset.

Zoom In

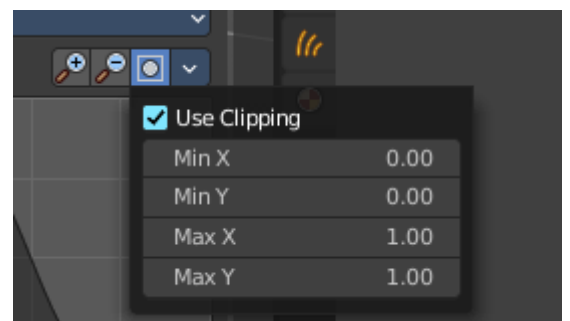
Zoom the graph in.

Zoom Out

Zoom the graph out.

Clipping Options

Control the minimum X and Y values and maximum X and Y values.

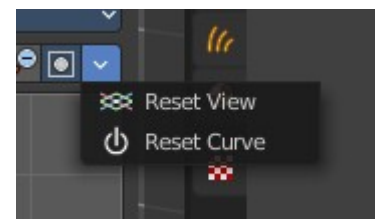


Reset View

Restore the default zoom value and center view.

Reset Curve

Reset to preset curve values.



Presets

Quickly draw some default curve profiles.



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.

Falloff Opacity

The brush icon falloff opacity. This is an overlay drawn by a percentage.

Override Overlay

When activated it won't show the overlay when drawing.

Use Cursor Overlay

When activated, this will hide the overlay in the viewport completely.

