Relax Slide

Reference

Mode:
    Sculpt Mode
Brush:
    Sidebar ‣ Tool ‣ Brush Settings ‣ Advanced ‣ Brush Type

This brush deforms the topology of the mesh while minimizing changes to the geometrical shape of the mesh. By default it will drag geometry, but this can be changed in the *Deformation* settings.

This brush is especially useful for redistributing topology to areas that require more detail, or sliding geometry to somewhere where they should be.

Holding `Shift` changes the brush effect to Relax geometry, creating an even distribution of topology.

Brush Settings

General

> Note
>
> More info at General brush settings and on Advanced brush settings.

Unique

Deformation
    Deformation type that is used by the brush.

    Drag:
        Slides the topology of the mesh in the direction of the stroke.
    Pinch:
        Slides the topology of the mesh towards the center of the stroke.
    Expand:
        Slides the topology of the mesh away from the center of the stroke.