Smear Multires Displacement

Reference

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

This tool deforms displacement information of the Multires Modifier, moving the displaced vertices without affecting the base mesh.

Smearing effect can be used multiple times over the same area without generating any artifacts in the topology.

Tip

This brush works best after using Apply Base.

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:
Pulls the displacement values in the direction of the brush.
Pinch:
Pulls the displacement values towards the center of the brush, creating hard surface effects without pinching the topology.
Expand:
Pushes the displacement values away from the brush center, smoothing the displacement.

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