Paint

Reference

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

Paints on the active color attribute. Hold `Shift` to blur painted colors instead.

Color attribute's can be managed in the pallette pop-over in the middle of the header.

Note
More information in the [Painting Introduction](#).

Brush Settings

General

Strength

> This settings has a different effect on this brush. Instead of defining the strength of each individual step in the stroke, it determines the overall Opac of the applied color.
>
> Use the *Flow* setting instead for faster increasing of strength.

Note
More info at [General](#) brush settings and on [Advanced](#) brush settings.

Unique

Flow

> Amount of paint that is applied per stroke sample. Used to create fast/slow accumulation effect.

Wet Mix

> Amount of paint that is picked from the surface into the brush color. Can achieve the effect of a wet canvas.

Wet Persistence

> Amount of wet paint that stays in the brush after applying paint to the surface.

Wet Paint Radius

> Ratio between the brush radius and the radius that is going to be used to sample the color to blend in wet paint.

Density

> Amount of random elements that are going to be affected by this brush. Use this for a more detailed airbrush effect. This works best on a high resolution.

Tip Scale X

> Scale of the brush tip in the X axis. This is useful for a achieving a painting stroke like a marker or paint roller.