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Cloth

Reference

Mode:
Sculpt Mode

Brush:
Sidebar ▸ Tool ▸ Brush Settings ▸ Advanced ▸ Brush Type

This brush simulates cloth physics on the mesh under the brush cursor. There are various deformation types and settings to customize the brush.

It's also easy to sculpt the mesh with other brushes and tools in between using the cloth brushes.

Note

Using a relatively small brush size makes the calculations much faster, while larger brush sizes might be too slow to get a usable brush.

Brush Settings

General

Note

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

Unique

Persistent
Allows the cloth brush to not accumulate deformation after each stroke. This is convenient to always simulate the cloth based on the same initial shape, but applying different forces to it.

When disabled, deformations accumulate after each stroke.

Set Persistent Base
Resets the base mesh so that you can add another layer of deformations.

Simulation Area
Selects the part of the mesh that is going to be simulated when the stroke is active. This can greatly affect performance depending on the complexi of the mesh.

Local
Simulates only a specific area around the brush limited by a fixed radius.

Global
Simulates the entire mesh.

Dynamic
The active simulation area moves with the brush while still being limited by a fixed radius.

Simulation Limit
The Factor added relative to the size of the radius to limit the cloth simulation effects.

Simulation Falloff
The area to apply deformation falloff to the effects of the simulation. This setting is a factor of the *Simulation Limit* and is shown as a dashed line around the cursor.

Pin Simulation Boundary
Lock the position of the vertices in the simulation falloff area to avoid artifacts and create a softer transition with unaffected areas.

Deformation

The type of cloth deformation that is used by the brush.

Drag:

Simulates pulling the cloth to the cursor, similar to placing a finger on a table cloth and pulling.

Push:

Simulates pushing the cloth away from the cursor, similar to placing a finger on a table cloth and pushing.

Pinch Point:

Simulates pulling the cloth into a point.

Pinch Perpendicular:

Simulates pulling the brush into a line.

Inflate:

Simulates air being blown under the cloth so that the cloth lifts up.

Grab:

Simulates picking up and moving the cloth.

Expand:

Simulates stretching the cloth out.

Snake Hook:

Simulates moving the cloth without producing any artifacts in the surface and creates more natural looking folds than any of the other deformation modes. This is accomplished by adjusting the strength of the deformation constraints per brush step to avoid affecting the result of the simulation as much as possible.

Force Falloff

Shape used in the brush to apply force to the cloth.

Radial:

Applies the force as a sphere.

Plane:

Applies the force as a plane.

Cloth Mass

Mass of each simulation particle.

Cloth Damping

How much the applied forces are propagated through the cloth.

Soft Body Plasticity

The amount the cloth preserves its original shape, acting as a Soft Body.

Use Collisions

Enables the detection of collisions with other objects during the simulation. In order for the sculpt object to collide with objects, the collision objec must have Collision Physics activated.

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