

Drawing Plane

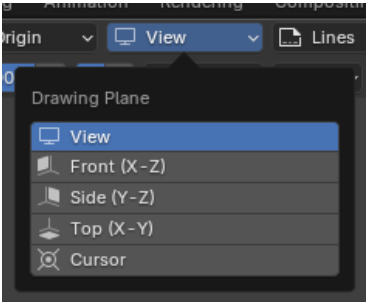
Reference

Mode:
Draw Mode and Sculpt Mode

Header:
Drawing Plane

The Drawing Planes selector helps to select the plane in which strokes are drawn.

To see which plane you are using when drawing strokes, you can enable *Canvas* in [Viewport Overlays](#). See [Viewport Display](#) to know more about Canvas settings.



Drawing Planes pop-over.

Note

The Drawing Plane only affects new strokes and does not affect existing strokes.

- View:**
Strokes are drawn with the current 3D Viewport orientation.
- Front (X-Z):**
Strokes are drawn on the plane determined by the XZ axes (front view).
- Side (Y-Z):**
Strokes are drawn on the plane determined by the YZ axes (side view).
- Top (X-Y):**
Strokes are drawn on the plane determined by the XY axes (top view).
- Cursor:**
Strokes are drawn with the current 3D cursor orientation.

Stroke using different Drawing Planes with Canvas overlay activated.

