

Reference
Mode: Sculpt Mode
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Similar to [Draw](#), except that vertices are moved in the direction of their own normals. Especially useful when sculpting meshes with a lot of curvature.

Also available as a [Mesh Filter](#) to inflate all unmasked areas at once.

Brush Settings

General

Direction

Either Inflate or Deflate sculpted areas. This is different from the typical Add & Subtract.

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