

Sculpt

This page details the general hotkey operators and menu operators in sculpt mode.

Transform

Move

Change the position of the object.

Rotate

Change the orientation of the mesh.

Scale

Increase/decrease the size of the mesh.

Sphere

Morph the mesh to a spherical shape.

See also

[Transform Tools](#).

Show & Hide

Reference

Mode:

Sculpt Mode

Menu:

Sculpt

Some very common hotkey operators to control the visibility based on face sets. These are not part of any menu and have to be used via the shortcuts. More visibility operators can be found in the [Face Sets Menu](#) and the Pie Menu shortcut `Alt - W`. (Since visibility is often toggled via face sets.)

Box Hide

Draw a box to hide faces of a mesh.

Box Show

Draw a box to reveal hidden faces. This works similar to the [Box Select](#) tool.

Toggle Visibility `Shift - H`

Hide all face sets except the active one (under the cursor). If face sets are already hidden, then this operator will show everything.

Hide Active Face Set `H`

Hide the face set under the cursor. Press `Shift - H` afterwards to show everything.

Show All `W`, `Alt - H`

Reveal all hidden geometry.

Invert Visible

Hides all visible geometry and makes all hidden geometry visible.

Hide Masked

Hides all masked vertices.

Grow/Shrink Visibility `PageUp`, `PageDown`

Grows or shrinks the visible area of the mesh along its surface.

See also

For a more general introduction see [Visibility, Masking & Face Sets](#).

Fairing

These operators smooths geometry patches based of a [Face set](#).

See also

[Edit Face Set Tool](#)

Fair Positions

Creates a perfectly flat and smooth geometry patch from the face set. This is the ideal way to trim parts of your mesh if the vertex count is too high for other operations, or the vertex IDs must not be altered (Like when using [Multires](#) sculpting).

Fair Tangency

Creates a smooth as possible geometry patch from the face set by minimizing changes in vertex [tangents](#). This is ideal for creating smooth curved surfaces on complex topology, where just using the smooth brush will not lead to desired results

Trimming

The trimming operators add or remove geometry from the mesh based on a gesture input. These operators are especially useful for sketching an early ba mesh for further sculpting with the [voxel remesher](#).

Line Project

Flattens the geometry along a plane determined by the camera view and a drawn line. The region of the mesh being flattened is visualized by the si of the line that is shaded.

Box Trim

Removes geometry based on a [box selection](#).

Lasso Trim

Removes geometry based on a [lasso selection](#).

Box Add

Adds geometry based on a [box selection](#).

Lasso Add

Adds geometry based on a [lasso selection](#).

Mesh Filters

Applies a deformation to all vertices in the mesh at the same time. Masking, auto-masking and visibility will be taken into account.

To use these operators, click and drag away from left to right or from right to left for a negative effect.

See also

[Mesh Filter Tool](#)

Smooth

Smooths the positions of the vertices to either polish surfaces or remove volume from larger shapes. Especially useful to fix most of the artifacts of the voxel remesher. This filter works similar to the [Smooth](#) brush.

Surface Smooth

Eliminates irregularities of the mesh by making the positions of the vertices more uniform while preserving the volume of the object. This filter work similar to the *Surface* deformation type of the [Smooth](#) brush.

Inflate

Displaces vertices uniformly along their normal. This filter works similar to the [Inflate](#) brush.

Relax Topology

Tries to create an even distribution of quads without deforming the volume of the mesh. This filter works the same as holding `Shift` with the [Slide Relax](#) brush.

Relax Face Sets

This will remove the jagged lines visible after drawing or creating a face set. This filter works the same as holding `Shift` with the [Draw Face S](#) brush.

Sharpen

Sharpens and smooths the mesh based on its curvature, resulting in pinching hard edges and polishing flat surfaces. Especially useful when sculpting hard surfaces and stylized models with creasing and flattening brushes.

Enhance Details

Increases the high frequency surface details of the mesh by intensifying the difference between creases and valleys. This filter works similar to the inverted direction of the [Smooth](#) brush.

Erase Multires Displacement

Deletes displacement information of the [Multires Modifier](#), resetting the mesh to a regular subdivision surface result. This can be used to reset part of the sculpt or to fix reprojection artifacts after applying a [Shrinkwrap Modifier](#).

Negative strokes will intensify the displacement details, this method works similar to *Enhance Details* and can give better results in some circumstances.

Randomize

Randomly moves vertices along the vertex normal. This filter works similar to the [Randomize Transform](#).

Sample Color

Reference
Mode: Sculpt Mode
Menu: Sculpt ▸ Sample Color
Shortcut: <code>Shift - X</code>

Adjust the brush color of the [Paint](#) tool to the color under the mouse cursor.

Set Pivot

Reference
Mode: Sculpt Mode
Menu: Sculpt ▸ Set Pivot

Like Object and Edit Mode, Sculpt Mode also has a [Pivot Point](#). This is because the basic [move](#), [rotate](#) and [scale](#) transforms are also supported in Sculpt Mode. But the pivot point in Sculpt Mode is unique. It always moves together with the transformed mesh and can be both manually & automatically placed.

Origin

Sets the pivot to the origin of the sculpt.

Unmasked

Sets the pivot position to the average position of the unmasked vertices.

Mask Border

Sets the pivot position to the center of the mask's border. This operation will automatically happen when using [Expand](#)

Sets the pivot position to the center of the mesh's border. This operation will automatically happen when using [Expand](#).

Active Vertex

Sets the pivot position to the active vertex position.

Surface **Shift** - **RMB**

Sets the pivot position to the surface under the cursor.

Tip

For more convenient placement of the pivot point it's recommended to use the shortcut assigned to *Surface*.

See also

For a more general introduction see [Transforming](#).

Rebuild BVH

Reference

Mode:

Sculpt Mode

Menu:

Sculpt ▸ Rebuild BVH

Recalculates the [BVH](#) used by [Dyntopo](#) to improve performance, which might degrade over time while using Dyntopo.

See also

For a more general introduction see [Adaptive Resolution](#).

Dynamic Topology Toggle

Toggles [Dyntopo](#).

Transfer Sculpt Mode

Reference

Mode:

Sculpt Mode

Menu:

Sculpt ▸ Transfer Sculpt Mode

Shortcut:

Alt - Q

Switches Sculpt Mode from the [Active](#) object to the object under the mouse. See [Switching Objects](#) for more information.

See also

For a more general introduction see [Working with Multiple Objects](#).