Hide Gesture Tools

Reference
Mode: Sculpt Mode

Hide gesture tools hide all selected vertices within the selection area and any of their connected edges and faces. Holding `Ctrl` while performing the selection reveals the vertices, edges, and faces.

Pressing `LMB` with any of these tools without also dragging reveals all elements of a mesh.

All hide gesture tools can be activated in the Toolbar and are comprised of the following:

Box Hide

Reference
Mode: Sculpt Mode   **Tool:**   Toolbar ‣ Box Hide

Hides vertices and connected edges and faces based on a box gesture.

Lasso Hide

Reference
Mode: Sculpt Mode   **Tool:**   Toolbar ‣ Lasso Hide

Hides vertices and connected edges and faces based on a lasso gesture.

Line Hide

Reference
Mode: Sculpt Mode   **Tool:**   Toolbar ‣ Line Mask

Hides vertices and connected edges and faces based on a line gesture.

Polyline Hide

Reference
Mode: Sculpt Mode   **Tool:**   Toolbar ‣ Polyline Mask

Hides vertices and connected edges and faces based on a polyline gesture.

Hides vertices and connected edges and faces based on a polyline gesture.

> **Note**
>
> The Polyline Hide tool does not support showing all vertices via pressing `LMB` .

Tool Settings

Visibility Area

Determines whether all vertices inside or outside the selected area should be affected.

Inside:

All vertices and connected elements inside the selection area will be hidden.

Outside:

All vertices and connected elements outside the selection area will be hidden.