

Move

Reference
Mode: Sculpt Mode
Tool: Toolbar ▸ Move

Translation tool.

Rotate

Reference
Mode: Sculpt Mode
Tool: Toolbar ▸ Rotate

Rotation tool.

Scale

Reference
Mode: Sculpt Mode
Tool: Toolbar ▸ Scale

Scale tool.

Transform

Reference
Mode: Sculpt Mode
Tool: Toolbar ▸ Transform

Tool to adjust the objects translation, rotations and scale.

Tool Settings

Each tool has the following settings to change how the unmasked mesh will be transformed.

Transform Mode

How the transformation is going to be applied to the target.

All Vertices:

Applies the transformation to all vertices in the mesh.

Elastic:

Applies the transformation while dynamically simulating elasticity. Instead of applying this to all vertices, it uses the radius of the cursor as the area of effect.

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Last updated on 2025-05-10

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