

Mask by Color

Reference
Mode: Sculpt Mode
Tool: Toolbar ▶ Mask by Color

Click on any color on the mesh to create a new mask (based on the active color attribute).

Tool Settings

Threshold

How much changes in color affect the mask generation. A smaller threshold includes fewer similar colors. A larger threshold includes much more similar colors.

Contiguous

Mask only contiguous color areas. Colors that don't touch the one that you click on will not be masked.

Invert

Invert the generated mask.

Preserve Previous Mask

Preserve previous mask and add or subtract the new one generated by the colors.

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