

# Cloth Filter

## Reference

### Mode:

Sculpt Mode

### Tool:

Toolbar ▶ Cloth Filter

This tool works similar to the [Cloth Brush](#), however, it applies a cloth simulation to all vertices in the mesh at the same time. Click and drag away from the object for a positive effect and towards for a negative effect.

### Tip

Vertices can be “pinned” by [masking](#) vertices that should remain stationary, or by using [Face Sets](#).

## Tool Settings

### Filter Type

Operation that is going to be applied to the mesh.

#### Gravity:

Applies gravity to the simulation.

#### Inflate:

Inflates the cloth.

#### Expand:

Expands the cloth's dimensions.

#### Pinch:

Pinches the cloth to the point where the cursor was when the filter started.

#### Scale:

Scales the mesh as a [Soft Body](#) using the distance to the origin of the object as scale. This creates filter produces folds in the surface. The orientation of the folds can be controlled using the *Force Axis* and *Orientation*.

### Strength

The amount of effect the filter has on the mesh.

### Force Axis

Apply the force along the selected axis.

### Orientation

[Orientation](#) of the axis to limit the filter force.

#### Local:

Use the local axis to limit the force and set the gravity direction.

#### World:

Use the world axis to limit the force and set the gravity direction.

#### View:

Use the view axis to limit the force and set the gravity direction.

### Cloth Mass

Mass of each simulation particle.

### Cloth Damping

How much the applied forces are propagated through the cloth.

### Use Face Sets

Only applies the cloth forces to the vertices assigned to the [Face Set](#) that are under the mouse.

### Use Collisions

#### Use Conisons

Enables the detection of collisions with other objects during the simulation. In order for the sculpt object to collide with object, the collision object must have [Collision Physics](#) activated.

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