

Layer

Reference

Mode:

Sculpt Mode

Brush:

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This brush is similar to [Draw](#), except that the height capped. This creates the appearance of a flat layer.

It is recommended to use the [Persistent](#) setting and regularly [Set Persistent Base](#), so that multiple strokes to not add on top of each other.

Brush Settings

General

Hardness

Higher by default to ensure the profile of layers is more noticeable. More info at [Hardness](#)

Note

More info at [General](#) brush settings and on [Advanced](#) brush settings.

Unique

Height

The fixed height of each stroke. This is measured using the [scene scale](#), so it is consistent no matter the amount of zoom or or object size.

Persistent

This will ensure that multiple strokes use the same height, as if sculpting a single layer.

Set Persistent Base

This button resets a new base so that you can sculpt new layer.

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