

# Color Filter

Reference
<b>Mode:</b> Sculpt Mode
<b>Tool:</b> Toolbar ▶ Color Filter

Apply color corrections or effects on the active color attribute on all vertices in the mesh at the same time.

To use this tool, click and drag away from left to right or from right to left for a negative effect.

## Tool Settings

### Filter Type

- Fill:**  
Fills in a single color.
- Hue:**  
Shifts the Hue of each color.
- Saturation:**  
Increases or decreases the saturation.
- Value:**  
Increases or decreases the values.
- Brightness:**  
Increases or decreases the brightness.
- Contrast:**  
Increases or decreases the contrast.
- Smooth:**  
Blurs or sharpens the colors.
- Red:**  
Increases or decreases the red channel.
- Green:**  
Increases or decreases the green channel.
- Blue:**  
Increases or decreases the blue channel.

### Fill Color

Set a color that will be used for the fill filter type.

### Strength

The amount of effect the filter has on the color attribute.