

# Geometry Data

This panel is used to manage any generic data attributes that a mesh could have.

## Warning

Clearing any data will result in the data loss of these values.

### Clear Sculpt Mask Data

Deletes the internal `sculpt_mask` attribute. This attribute is used by the [Sculpt Masking Feature](#).

### Add/Clear Skin Data

Used to manage the skin data which is used by the [Skin Modifier](#). This operator can be needed in case a Skin modifier is created but no skin data exist.

### Add/Clear Custom Split Normals Data

Adds [Custom Split Normals](#) data, if none exists yet.

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