## Skip to content **Inflate**

Reference

Mode:

Sculpt Mode

Brush:

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Similar to Draw, except that vertices are moved in the direction of their own normals. Especially useful when sculpting meshes with a lot of curvature.

Also available as a Mesh Filter to inflate all unmasked areas at once.

## **Brush Settings**

## General

## Direction

Either Inflate or Deflate sculpted areas. This is different from the typical Add & Subtract.

Note

More info at General brush settings and on Advanced brush settings.

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