

## Reference

**Mode:**

Sculpt Mode

**Brush:**

Sidebar ▸ Tool ▸ Brush Settings ▸ Advanced ▸ Brush Type

Pulls vertices along with the movement of the brush to create long, snake-like forms. During the stroke, geometry will be dynamically picked up & let go.  
When the *Rake* setting is used, the brush can also be used to rotate geometry via dragging.

## Brush Settings

### General

**Note**

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

### Unique

**Magnify**

Pulled geometry tends to lose volume along the stroke. With *Magnify* value greater than 0.5 this is prevented. More info at [Pinch/Magnify](#)

**Rake**

Rotates geometry along the direction of the stroke.

**Deformation**

Deformation type that is used by the brush.

**Radius Falloff:**

Applies the brush falloff to the tip of the brush.

**Elastic:**

Modifies the entire mesh using an [Elastic](#) deformation. More info in the [Elastic Deform](#) brush.

[Previous](#)  
[Elastic Deform](#)

[Copyright](#) © : This page is licensed under a CC-BY-SA 4.0 Int. License

Made with [Furo](#)

Last updated on 2025-05-10

[View Source](#)  
[View Translation](#)  
[Report issue on this page](#)

[No](#)  
[Thu](#)