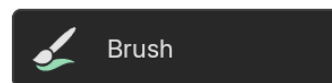


The amount of tools in sculpt mode is very extensive. This is an overview of all of them, categorized by their general functions.

Sculpting Tools

Brush

Tool to use for any of the *Sculpt* mode brushes.



Gesture Tools

General gesture tools to apply an operation via box, lasso, line and polyline shapes. See [Gesture Tools](#) for more information.

Mask Gesture Tools

Create a mask via a gesture.

Hide Gesture Tools

Hides/Shows geometry via a gesture.

Face Set Gesture Tools

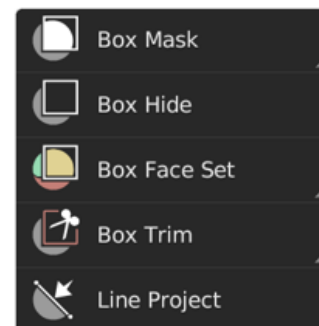
Create a face set via a gesture.

Trim Gesture Tools

Perform a Boolean operation via a gesture.

Line Project

Flatten the geometry towards a drawn line.



Filter Tools

Tools for applying effects on the entire unmasked and visible mesh.

Mesh Filter

Apply a deformation to all unmasked vertices.

Cloth Filter

Applies a cloth simulation to all unmasked vertices.

Color Filter

Changes the active color attribute on all unmasked vertices.



Single Click Tools

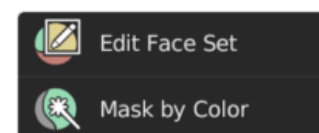
Simpler tools that apply an operation on surfaces that are clicked on.

Edit Face Set

Modifies the face set under the cursor.

Mask by Color

Create a mask from any color from the color attribute by clicking on it.

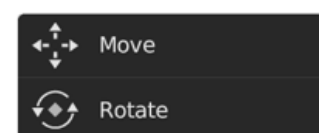


General Tools

General transform and annotate tools like in other modes.

Move

Translation tool.



Rotate

Rotation tool.

Scale

Scale tool.

Transform

Adjust the objects translation, rotations and scale.

Annotate

Draw free-hand annotation.

Annotate Line

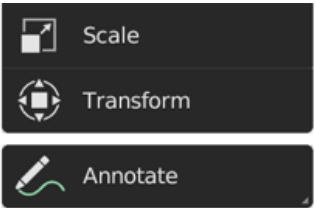
Draw straight line annotation.

Annotate Polygon

Draw a polygon annotation.

Annotate Eraser

Erase previous drawn annotations.



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