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Line Project

Reference

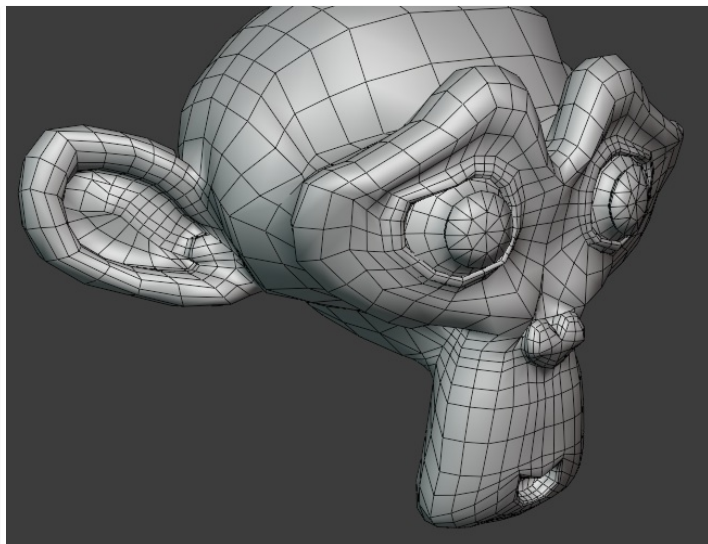
Mode:

Sculpt Mode

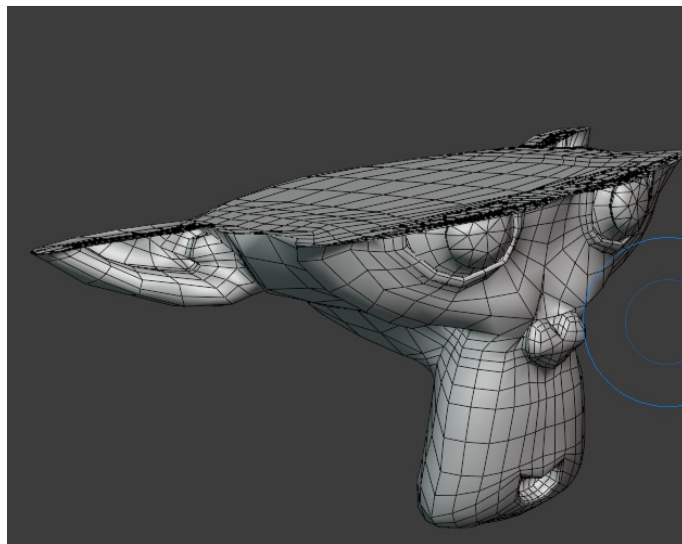
Tool:

Toolbar ► Line Project

This tool flattens the geometry along a plane determined by the camera view and a drawn line. The region of the mesh being flattened is visualized by the side of the line that is shaded.



Before Line Project.



After Line Project.

Usage

Use the tool by:

1. Orient the 3D Viewport to define the direction in depth.
2. **LMB** and hold while moving the cursor to define direction of the line projection.
3. Adjust the operation with extra *Controls* shortcuts.
4. Release **LMB** to confirm.

Controls

Flip **F**

Changes the side of the line that the tool projects geometry.

Snap **Ctrl**

Constrains the rotation of the line to 15 degree intervals.

Move **Ctrl - Spacebar**

Reposition the line.

Tool Settings

Limit to Segment

The affected area will not extend the length of the drawn line. This helps defining a smaller area instead of extending the line infinitely long

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