

Erase Multires Displacement

Reference

Mode:

Sculpt Mode

Brush:

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This brush deletes displacement information of the [Multires Modifier](#), resetting the mesh to a regular subdivision surface result.

This can be used to reset parts of the sculpt or to fix reprojection artifacts after applying a [Shrinkwrap Modifier](#).

Tip

This brush works best after using [Apply Base](#).

Brush Settings

General

Note

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

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