

5.8.4.7 Modeling - Modifiers - Generate - Mask Modifier

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Mask Modifier

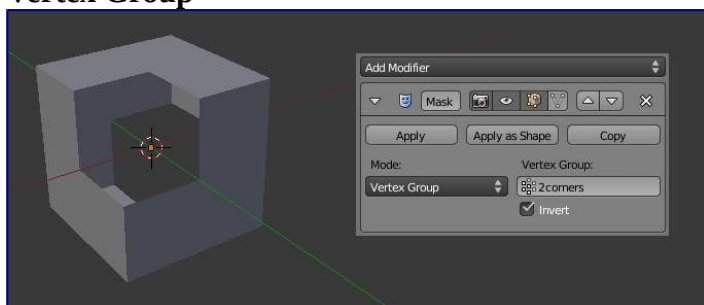
The Mask modifier allows vertices of an object to be hidden dynamically based on vertex groups.

Options

Mode

The Mask modifier can hide parts of a mesh based on two different modes, selectable from this drop-down list.

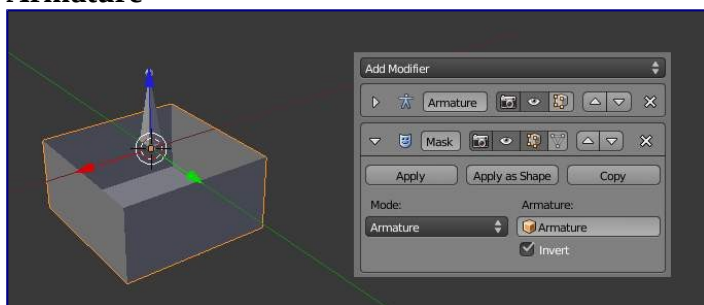
Vertex Group



Vertex Group

When the *Vertex Group* option is selected, all vertices belonging to the chosen Vertex Group (with a weight above zero) will be visible, and all other vertices will be hidden.

Armature



Armature

When in Pose Mode, vertices belonging to the Vertex Group associated with the active bone (same names) will be visible. Vertices not in that group will be hidden.

Inverse

Normally, vertices belonging to the selected Vertex Group (or group associated with the active pose-bone) will be shown. The *Invert* toggle allows you to reverse this behavior, instead showing all vertices which do not belong to the Vertex Group, and hiding those that do.

