

# P3dPaintSphereBlur

This allows you to blur a sphere at a hit point. A hit point can be found using a companion component like: P3dDragRaycast, P3dOnCollision, P3dOnParticleCollision.

## radius

The radius of the paint brush.

## radiusPressure

If you want the radius to increase with finger pressure, this allows you to set how much added radius is given at maximum pressure.

## kernelSize

The blur kernel size.

## kernelSizePressure

If you want the kernel size to increase with finger pressure, this allows you to set how much added kernel size is given at maximum pressure.

## hardness

The hardness of the paint brush.

## hardnessPressure

If you want the hardness to increase with finger pressure, this allows you to set how much added hardness is given at maximum pressure.

## opacity

The opacity of the brush.

## opacityPressure

If you want the opacity to increase with finger pressure, this allows you to set how much added opacity is given at maximum pressure.

## HandleHit

This allows you to paint a decal at the specified point.

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2. [radiusPressure](#)
3. [kernelSize](#)
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5. [hardness](#)
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