



ADDON

slephy's

Sculpt Brush

Falloff Shape

Toggle

v1

USER MANUAL



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For Blender versions 4.2 and after

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1: Introduction

slephy's Sculpt Brush Falloff Shape Toggler v1 improves your sculpting workflow so you can focus more on sculpting, less on the user interface.

How?

The addon creates a toggle that switches between the Sphere and Projected falloff shapes, and best of all allows you to hotkey that toggle.

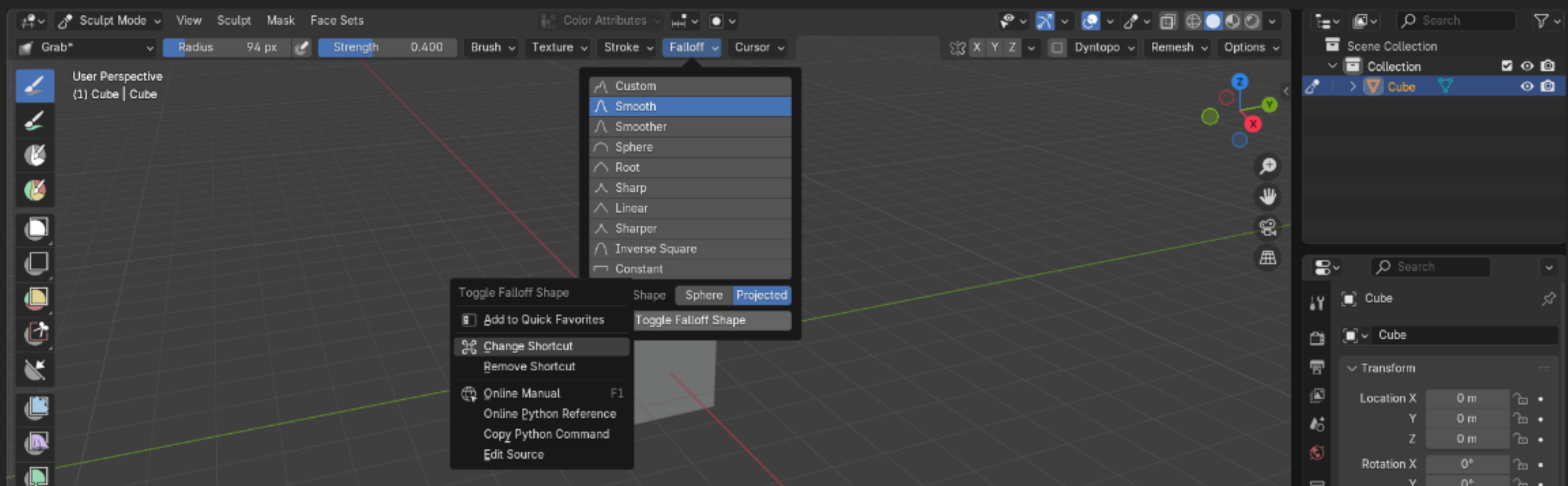
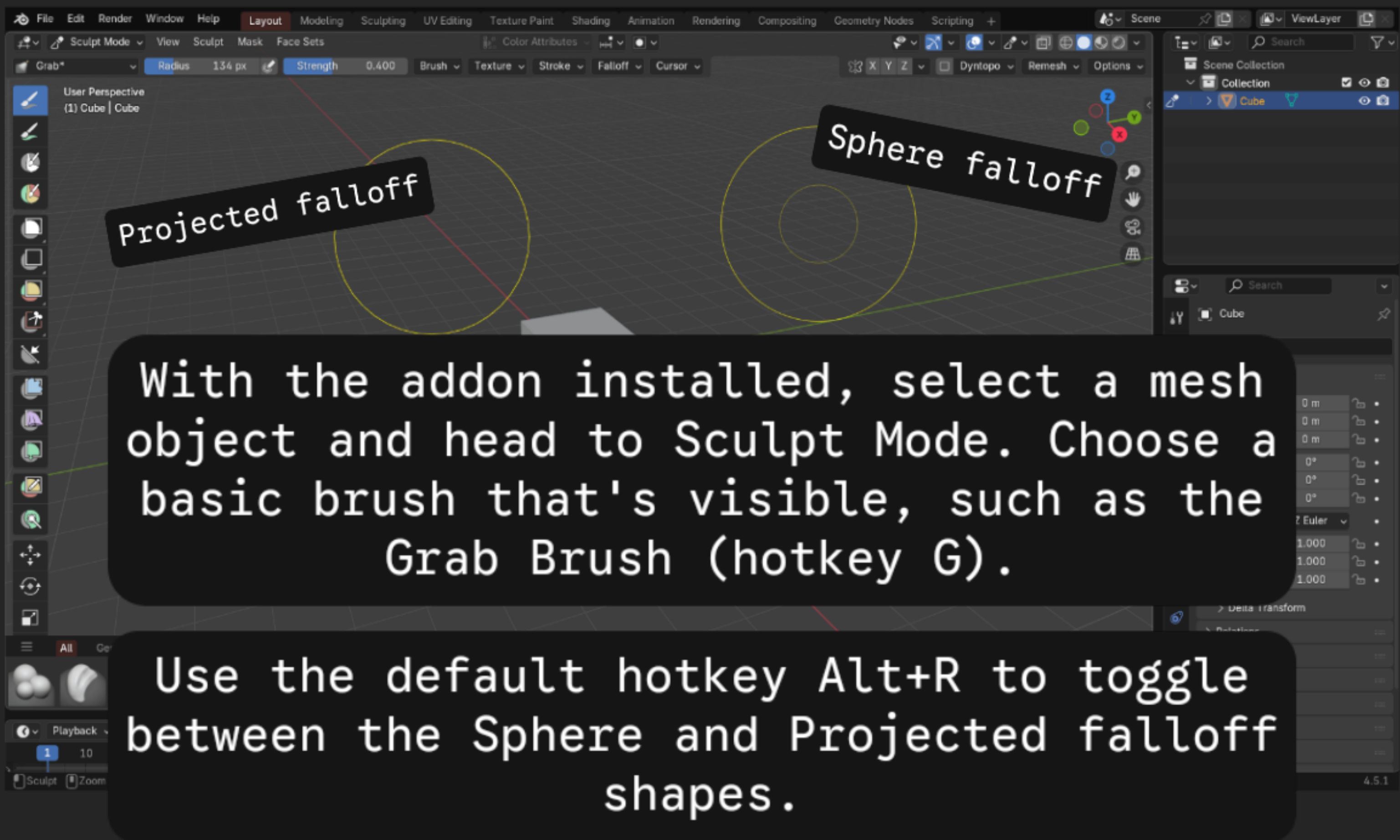
Why does it matter?

Both falloff shapes are useful for sculpting, especially while using the Grab brush:

While the Sphere falloff shape is active, your sculpt brush will alter only the parts of the mesh that are just beneath the cursor.

While the Projected falloff shape is active, your sculpt brush will affect all parts of the mesh behind the cursor.

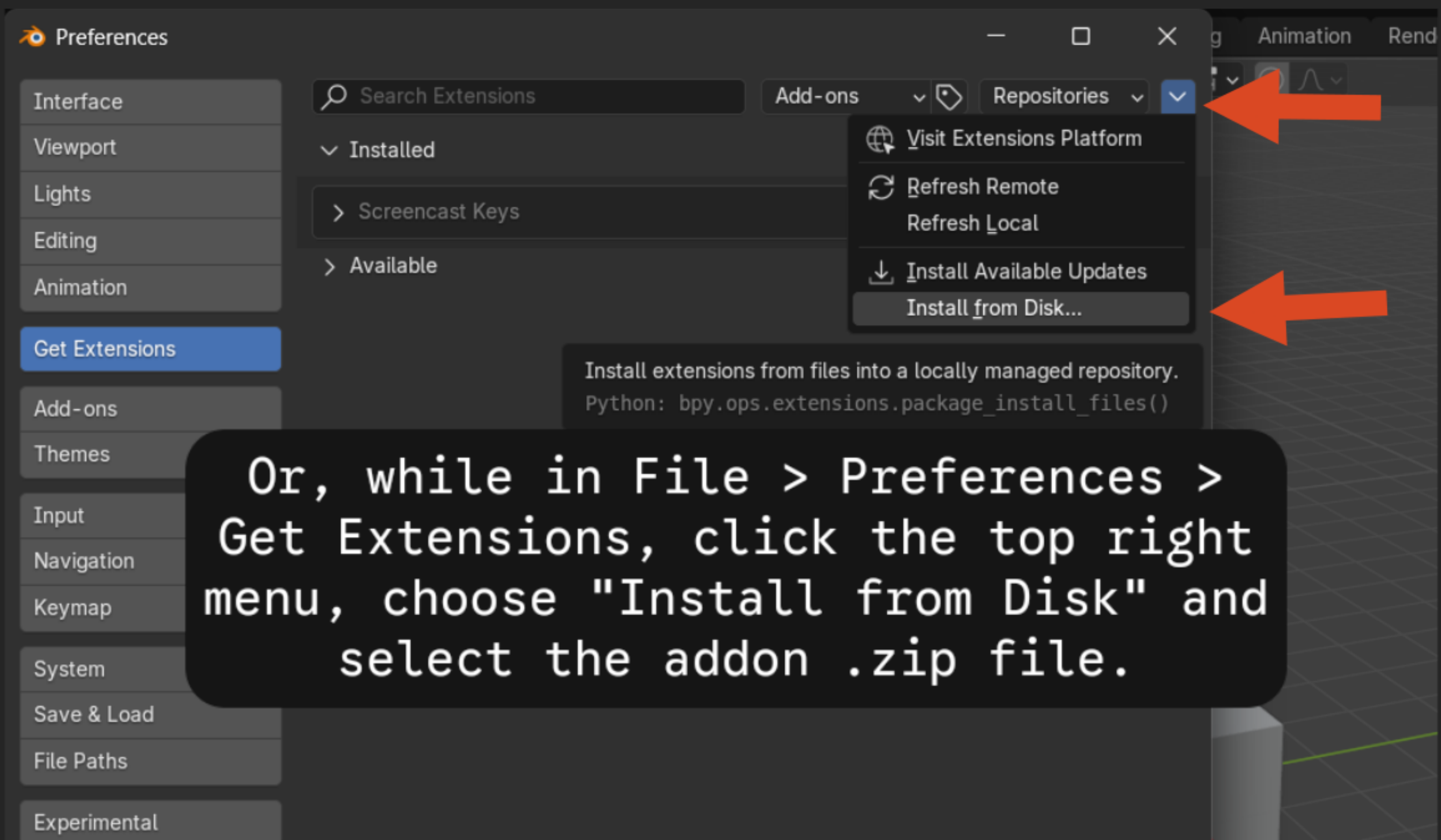
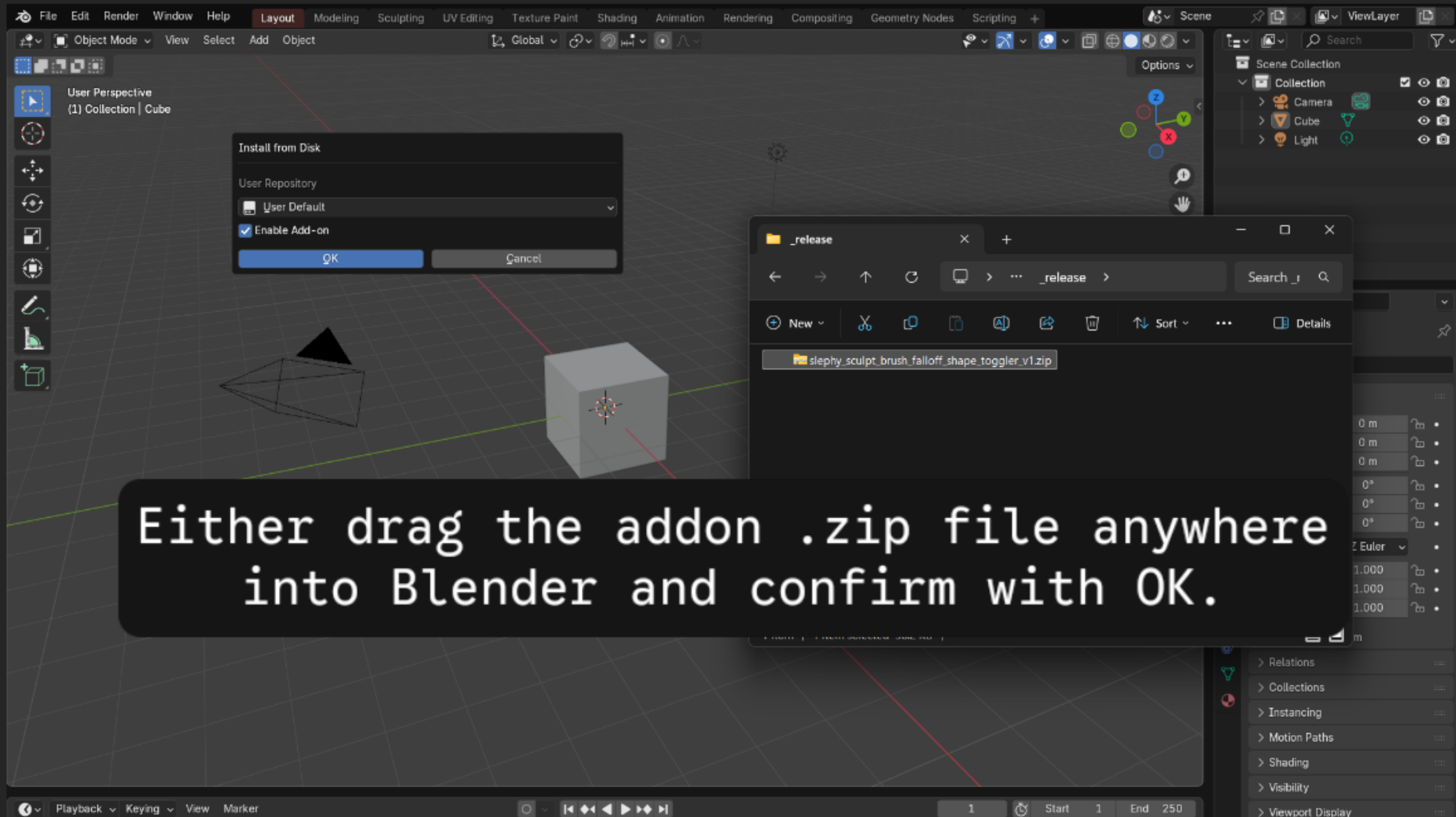
2: Quick start



To assign your own hotkey, open the Falloff menu in the topbar. At the bottom of the menu, right-click the "Toggle Falloff Shape" button. Choose "Change Shortcut" and press your desired hotkey.

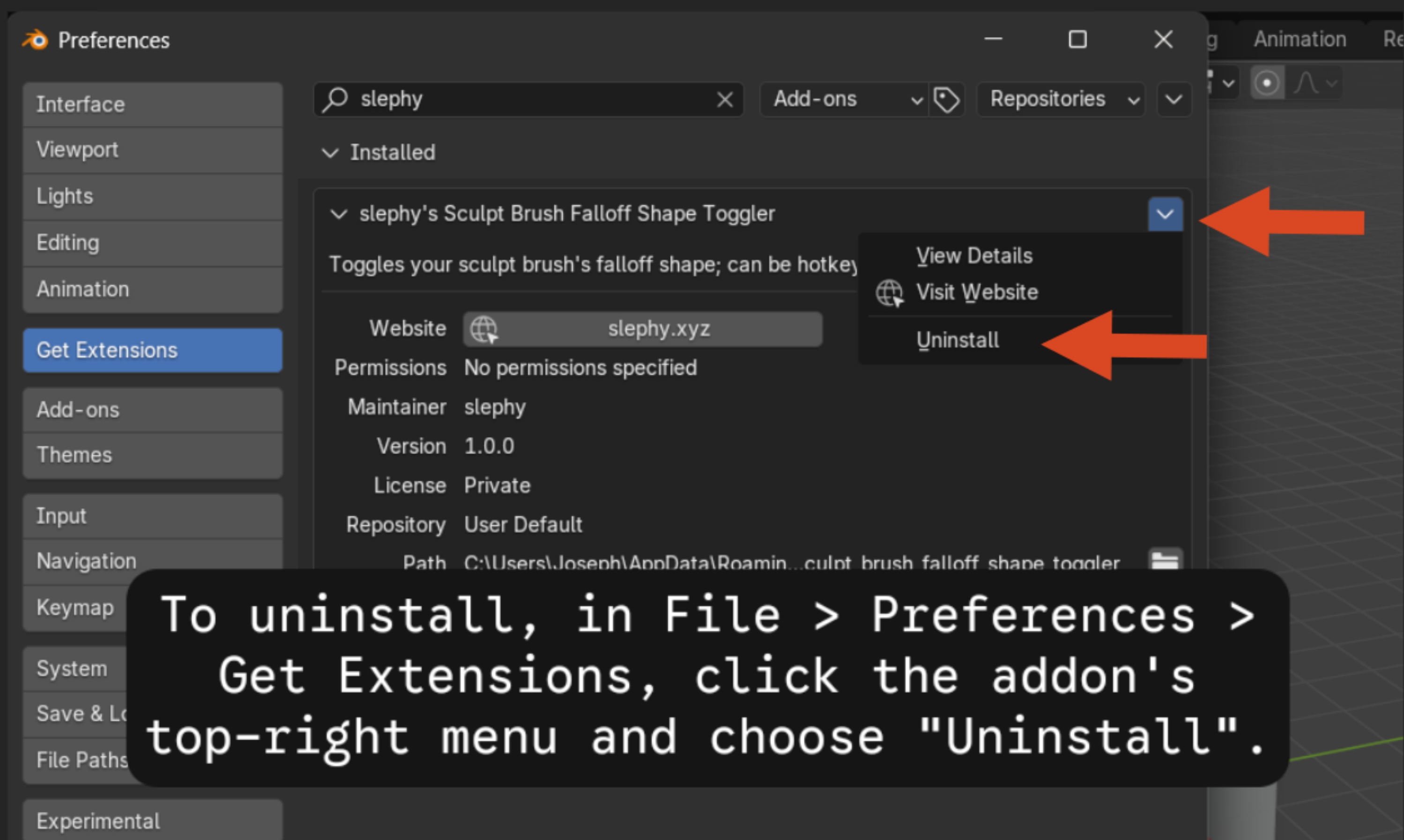
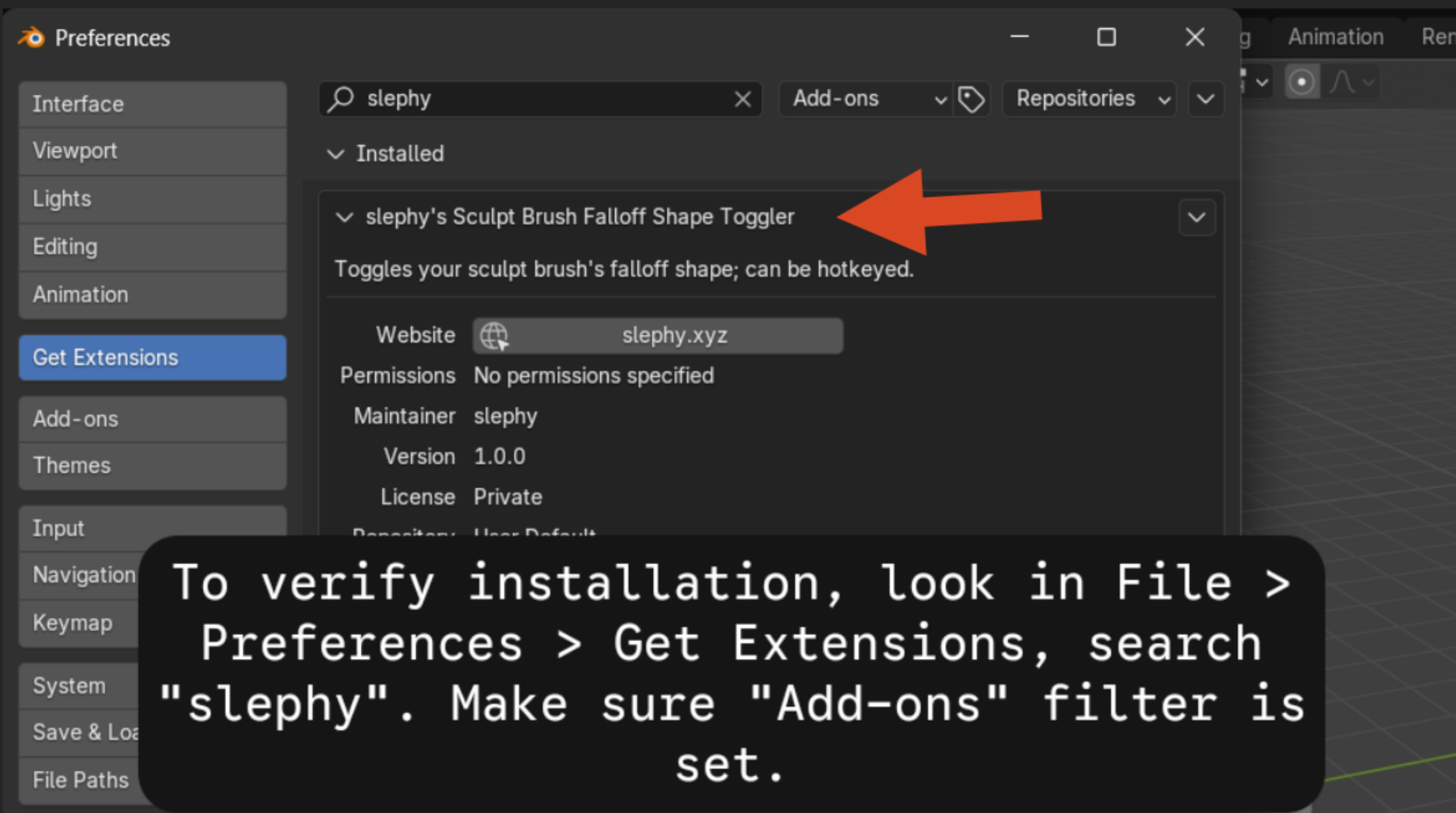
3: How to install and uninstall the addon

For Blender versions 4.2 and after:



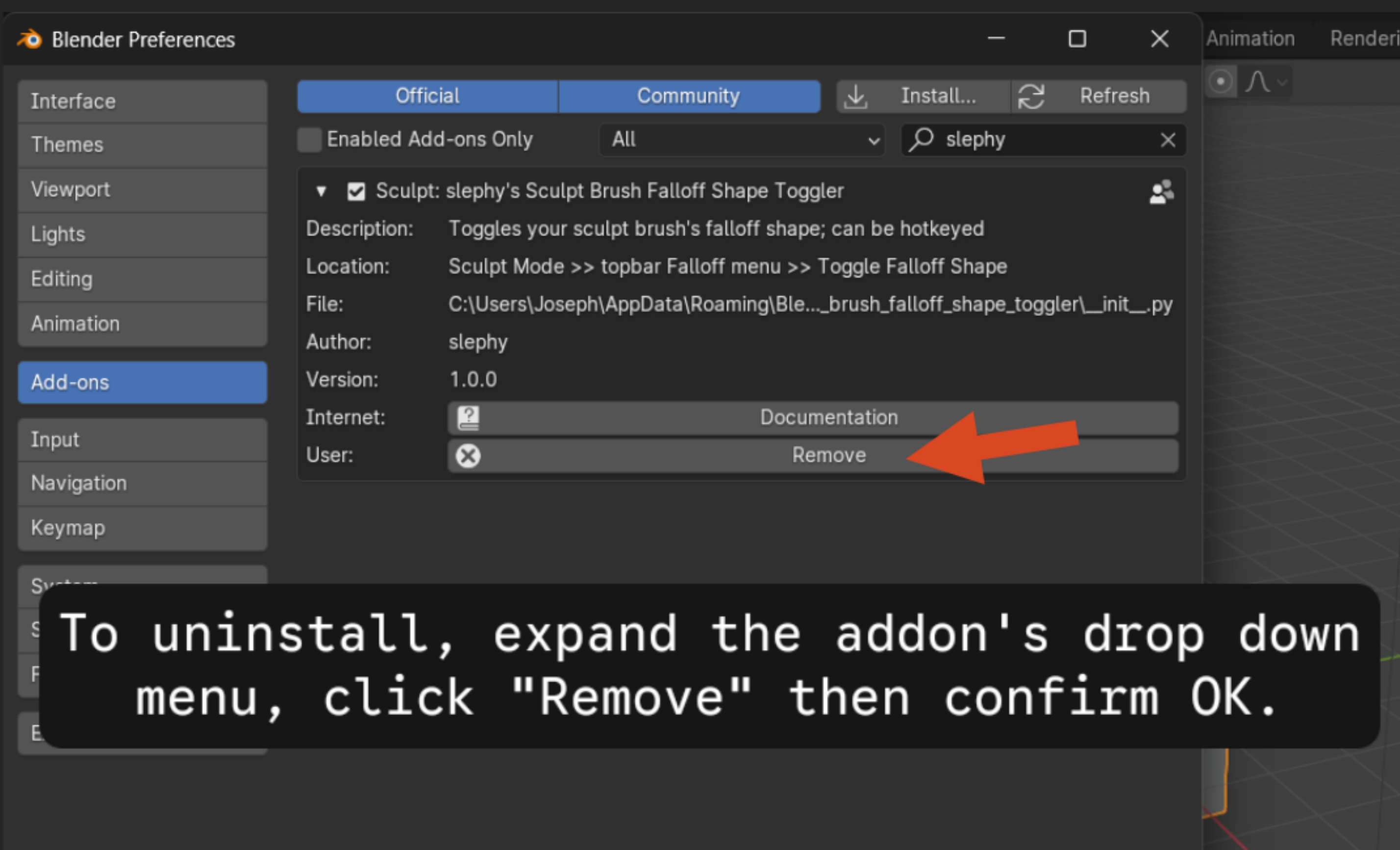
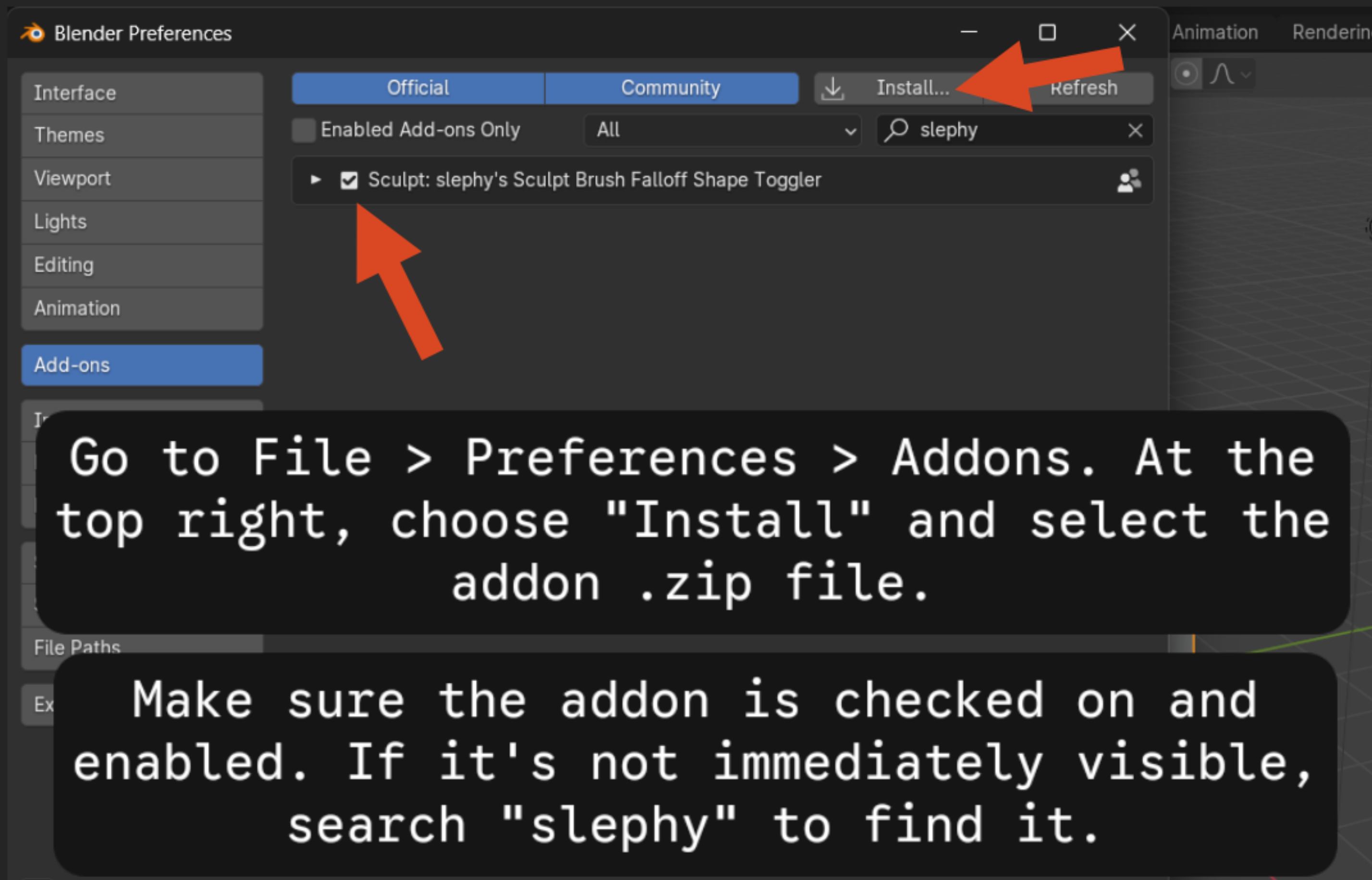
3: How to install and uninstall the addon

For Blender versions 4.2 and after:



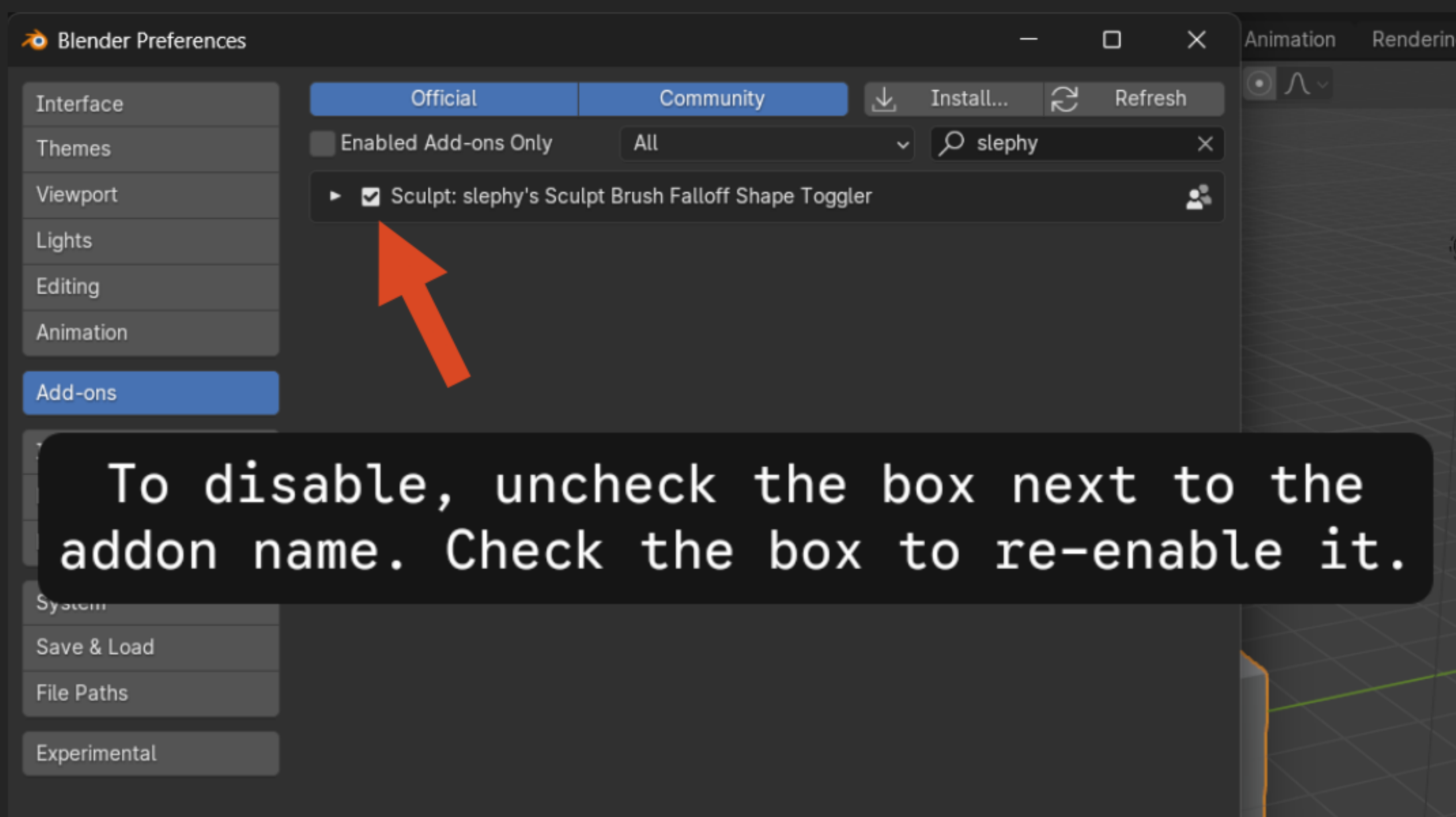
3: How to install and uninstall the addon

For Blender versions 2.82 to 4.1:



4: How to enable and disable the addon

If you'd like to disable the addon without uninstalling it, go to File > Preferences > Addons. Search "slephy" to find the addon.

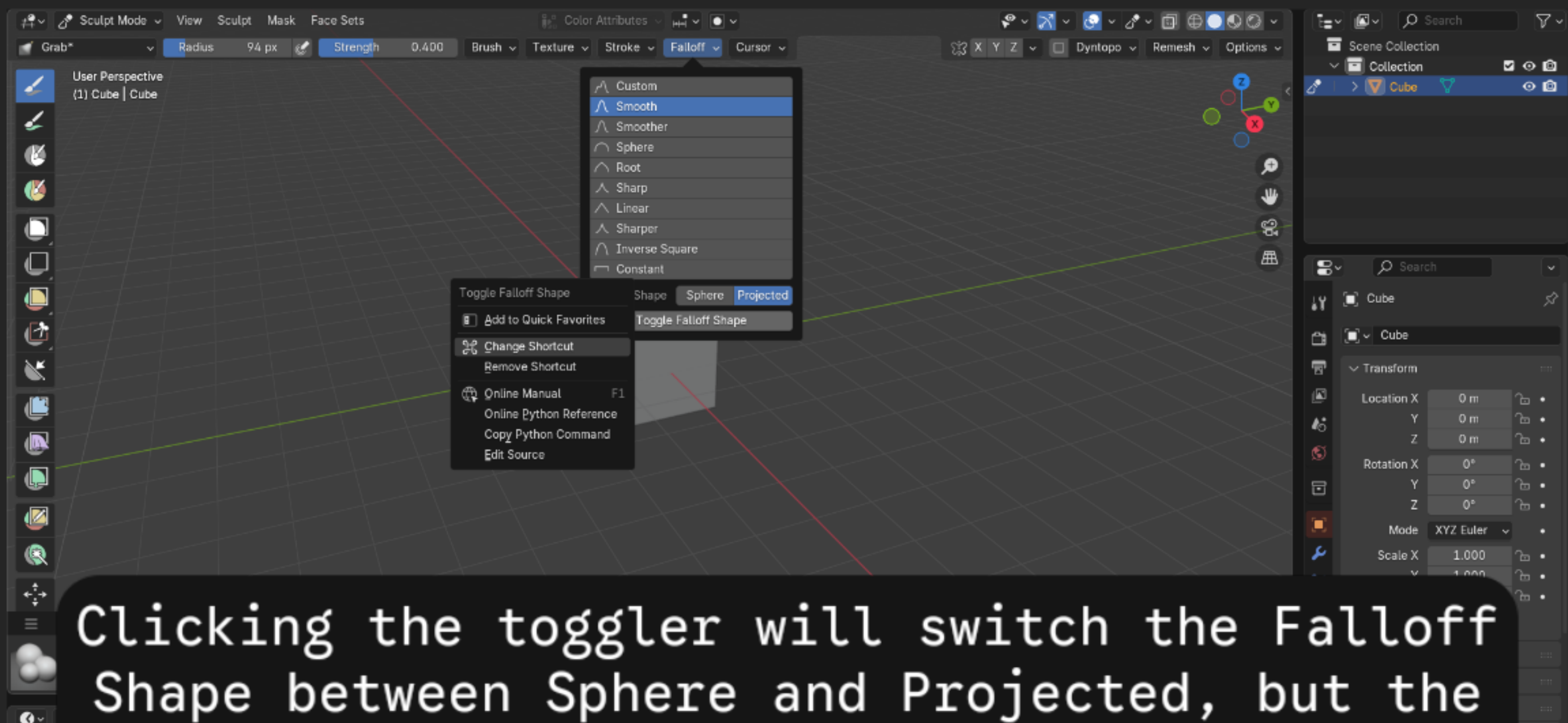


To disable, uncheck the box next to the addon name. Check the box to re-enable it.

Doing so will reset any hotkey back to the default Alt+R.

5: How to use the toggler

In Sculpt Mode, open the Falloff menu in the topbar. You'll find the toggler at the bottom of the menu.

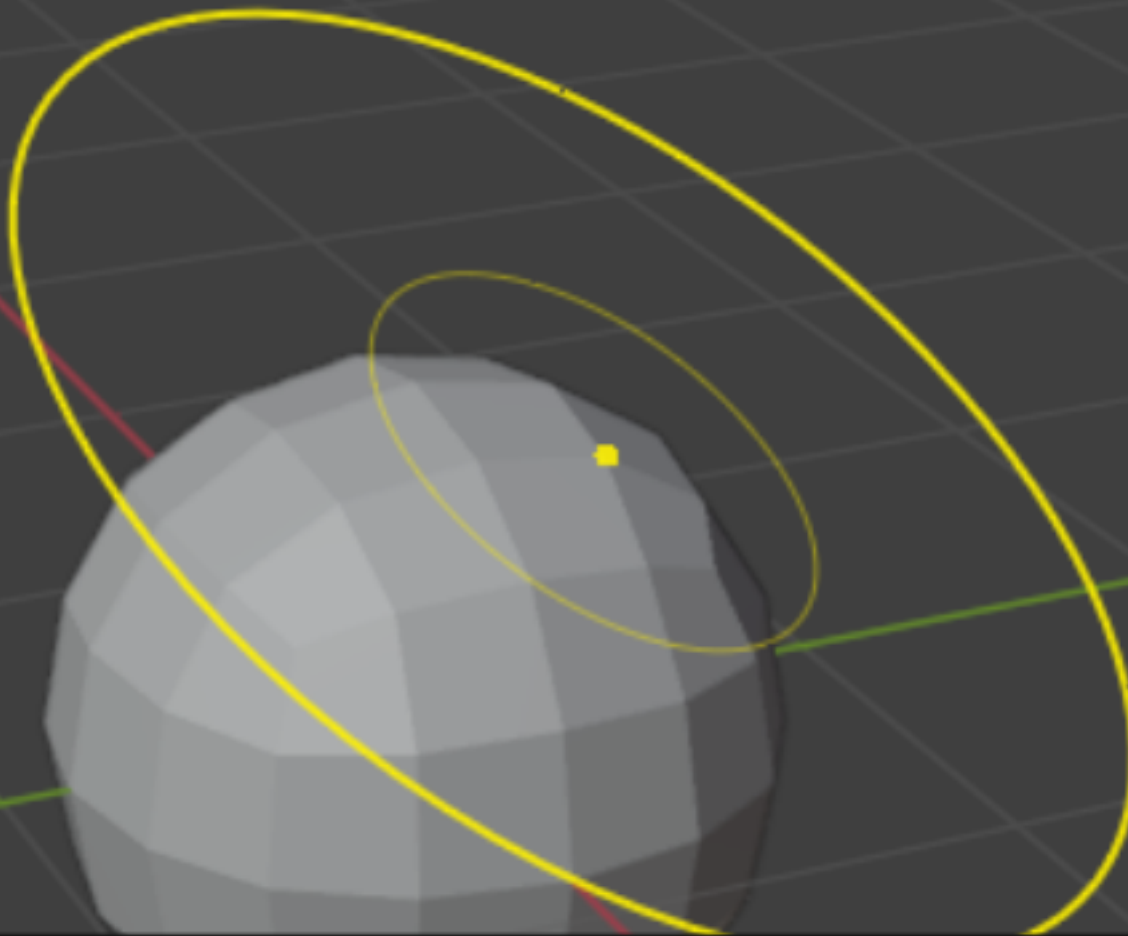


Clicking the toggler will switch the Falloff Shape between Sphere and Projected, but the tool is best utilized with a hotkey. Alt+R is its default hotkey.

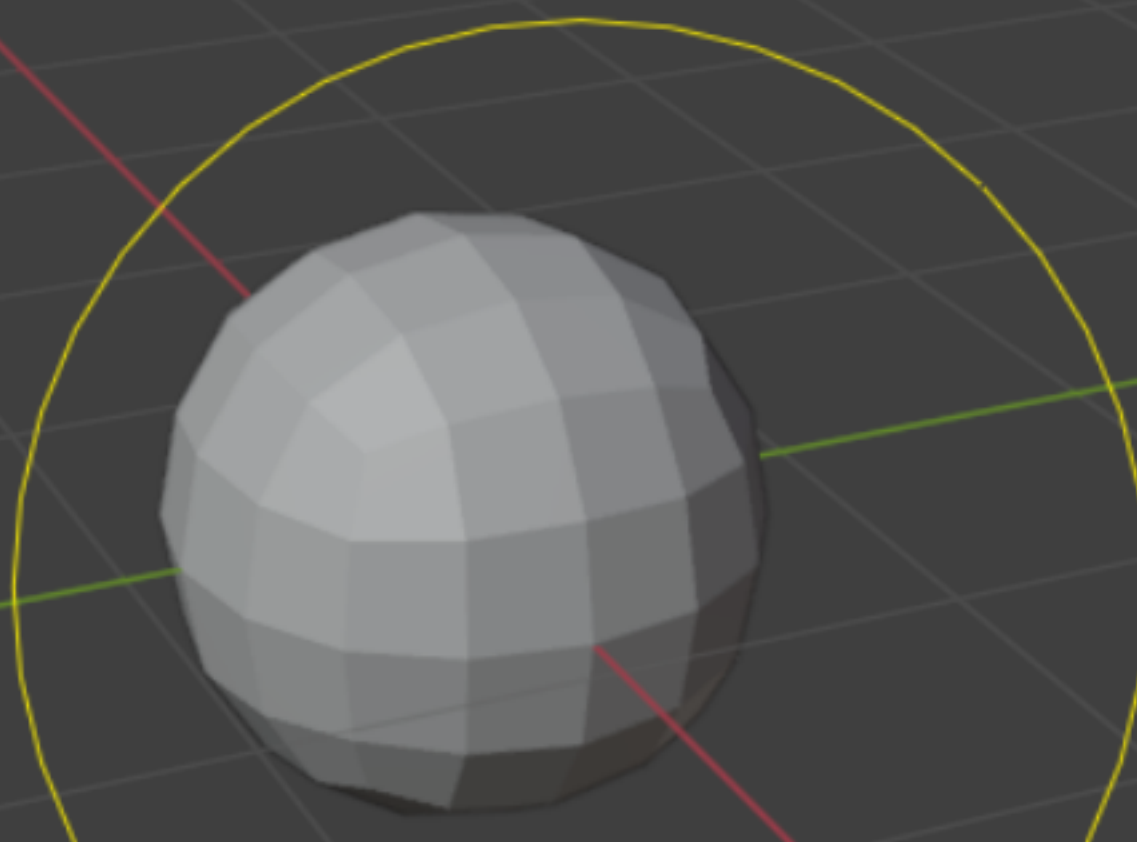
If you right click the toggle, you can change the shortcut or add it to your quick favorites menu.

5: How to use the toggler

Here are some visual cues to help know which falloff shape is active.



When the Sphere falloff shape is active, the brush cursor shows an inner circle that represents the brush strength. The inner circle won't be visible if the brush strength is set to 100%. Also, the brush cursor will track the face of the mesh.



When the Projected falloff shape is active, the brush cursor shows no inner circle, even when the brush's strength is less than 100%. Also, the brush cursor remains perfectly flat when moving across a mesh's surface.

6: Assigning and restoring the hotkey

Assigning the hotkey

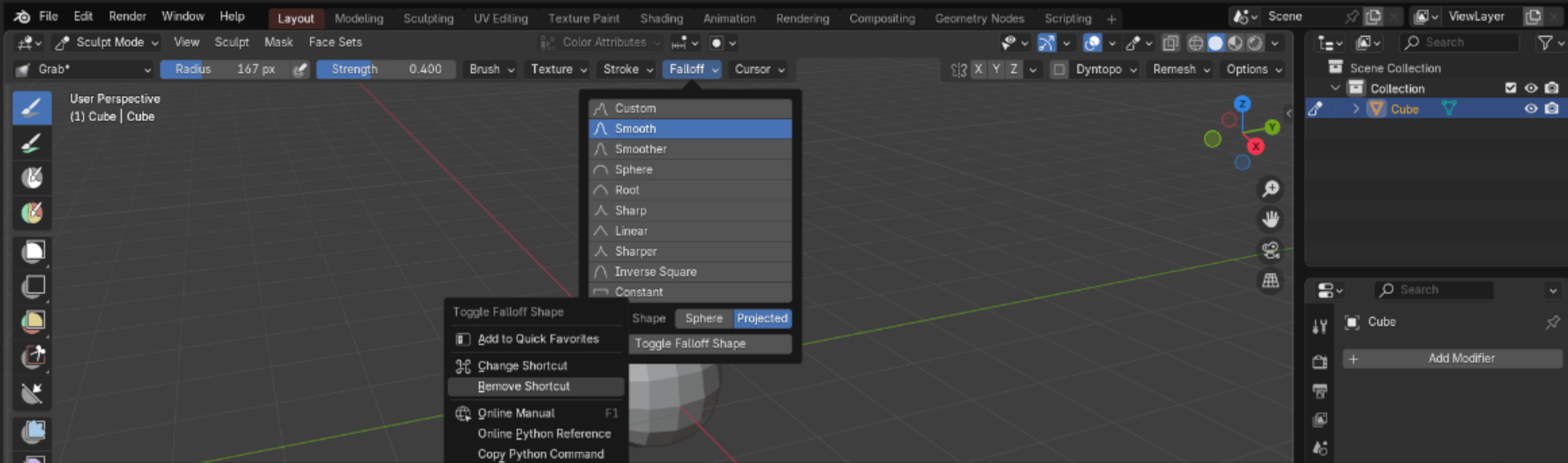
Here are a couple of ways to assign your own hotkey:

1: In File > Preferences > Keymap you can search "slephy" to find the toggler's hotkey. Click the gray box belonging to the hotkey, then type in your own.

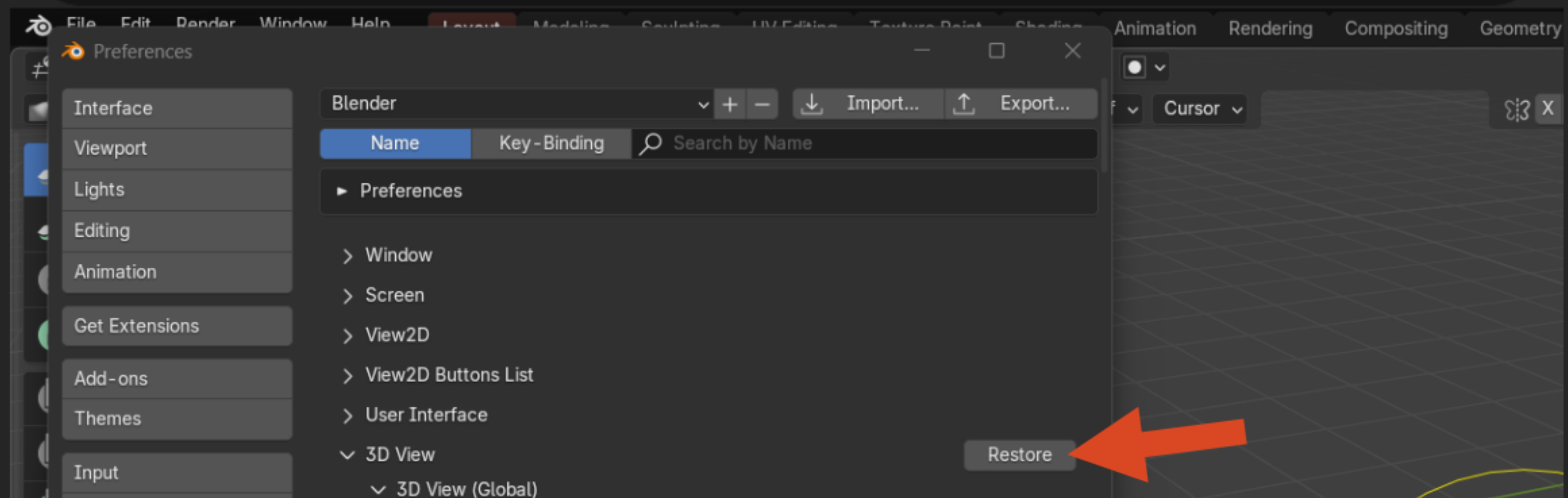
2: In Sculpt Mode, open the Falloff menu in the topbar. At the bottom of the menu, right click the "Toggle Falloff Shape" button and choose "Change Shortcut" and press your desired hotkey.

6: Assigning and restoring the hotkey

Restoring the hotkey



If you clicked "Remove Shortcut" from the toggler's right-click menu, for some odd reason you can't simply assign a new hotkey. However, there are a few options for restoring the hotkey:



1. In File > Preferences > Keymap, find the 3D View section and hit the gray "Restore" button. Warning: this will restore all of your 3D View hotkeys to their defaults.

2. Or, disable and re-enable the addon.

3. Or, uninstall and re-install the addon.