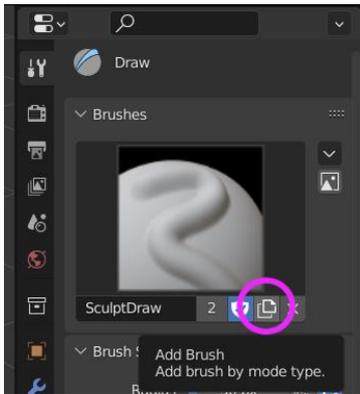
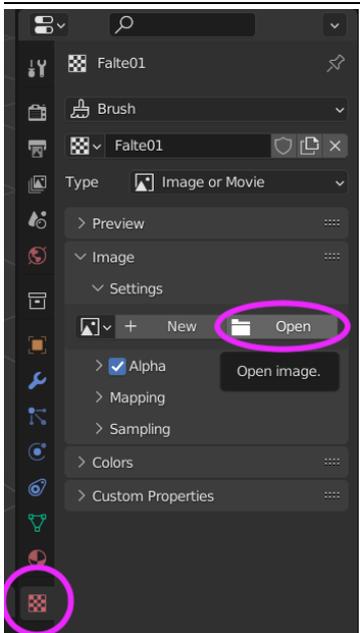
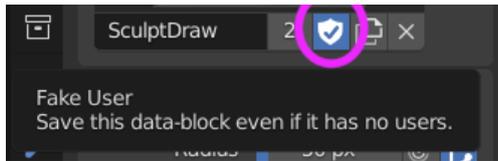


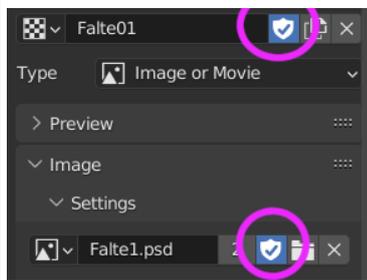
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1. Go into Sculpt Mode and select the default 'Draw' Brush



2. Go into the Tool Properties and Create a new Brush and name it whatever you want. Make sure 'Fake user' is active. Fake User ensures the new Brushes will be there if you reload your .blend file after saving. If you do not activate it **only the brush which is currently active will be saved** – other brushes will be lost and have to be set up again !



3. Head into the Texture Properties and Create a new Texture. Open your Texture. Again, make sure 'Fake User' is active for both the Image and the Texture it is attached to.





4. Go Back to the Brush Properties.

If you open Brush Settings -> Texture your new Texture should already be applied. You can also choose between different Textures by clicking on the preview image.

Adjust the Mapping to your liking.