

Installation & user guide

Keep your sculpting brushes close. Install Clayo, build your brush lists, and customise the wheel to suit the way you work.



Start here

1. Install the add-on archive (page 2).
2. Open the Clayo N-panel and assign brushes (page 3).
3. Choose your wheel appearance (pages 4-5).
4. Use sculpt utilities and colour presets (pages 6-7).

This guide covers the four-style interface shown in the screenshots. Some options appear only for a particular wheel style or active brush. The shortcut shown is the default C; use your configured key if you changed it.

Install Clayo

A single ZIP archive - install it without extracting the add-on folder

01 Download the add-on

Download the Clayo add-on ZIP from your purchase/download page. Keep the ZIP intact. If your download contains several files, select the add-on archive containing blender_manifest.toml.

02 Open Blender Preferences

In Blender 5.0 or later, open Edit > Preferences. Go to Get Extensions and open the menu at the top right. Choose Install from Disk.

03 Select and install the ZIP

Choose your Clayo ZIP and confirm Install from Disk. If an Enable on Install option is shown, leave it enabled. Otherwise, find Clayo Layered Brush Wheel under Add-ons and enable it.

04 Enter Sculpt Mode

Select a mesh object in the 3D Viewport and switch to Sculpt Mode. Place the pointer over the viewport and press N to open the sidebar, then select the Clayo tab.

05 Try the wheel

With the pointer over the viewport, press C. Hover an assigned brush and release C to equip it, or click the slot. Hover a folder slot to reveal its three sub-slots. Esc or right-click closes the wheel.

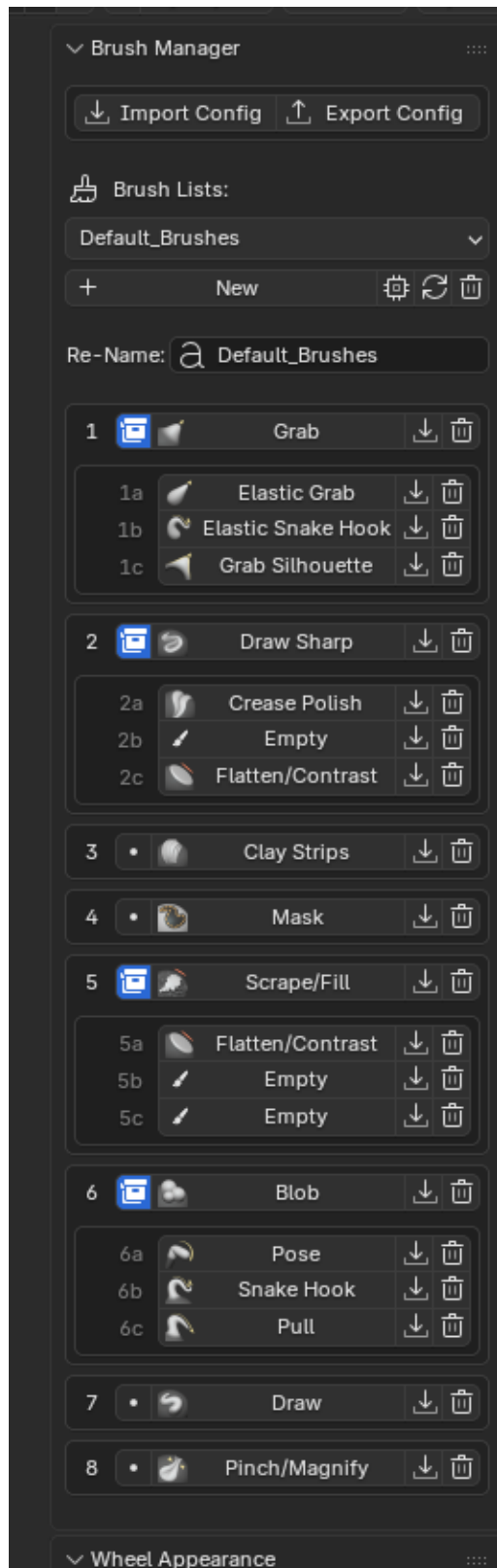
Updating an existing installation

Export your configuration from Brush Manager before updating. Install the new add-on ZIP through the same Install from Disk menu. Re-enable Clayo if needed and restart Blender if the old interface remains loaded.

If the Clayo tab is missing, first check that the add-on is enabled, a mesh is selected, and the viewport is in Sculpt Mode. The N-panel is intentionally hidden outside Sculpt Mode.

N-panel: Brush Manager

Your named brush lists and the brushes assigned to each slot



Brush Lists / New / Re-Name

Select a saved list from the dropdown. New creates another list. Re-Name changes the active list name.

Memory, refresh and trash

The memory/chip icon preloads brushes for quicker switching. Refresh rebuilds previews and attempts to load missing brushes. The list trash button deletes the active list.

Numbered brush rows

Click a brush name or icon to equip it. The import/down-arrow icon stores your currently active brush or tool in that slot. The row trash icon clears the assignment; it does not delete the brush asset.

Folders and 1a / 1b / 1c

Toggle the dot/folder icon beside a slot to give it three sub-slots. Assign each sub-slot independently. Hover the parent on the wheel to access them.

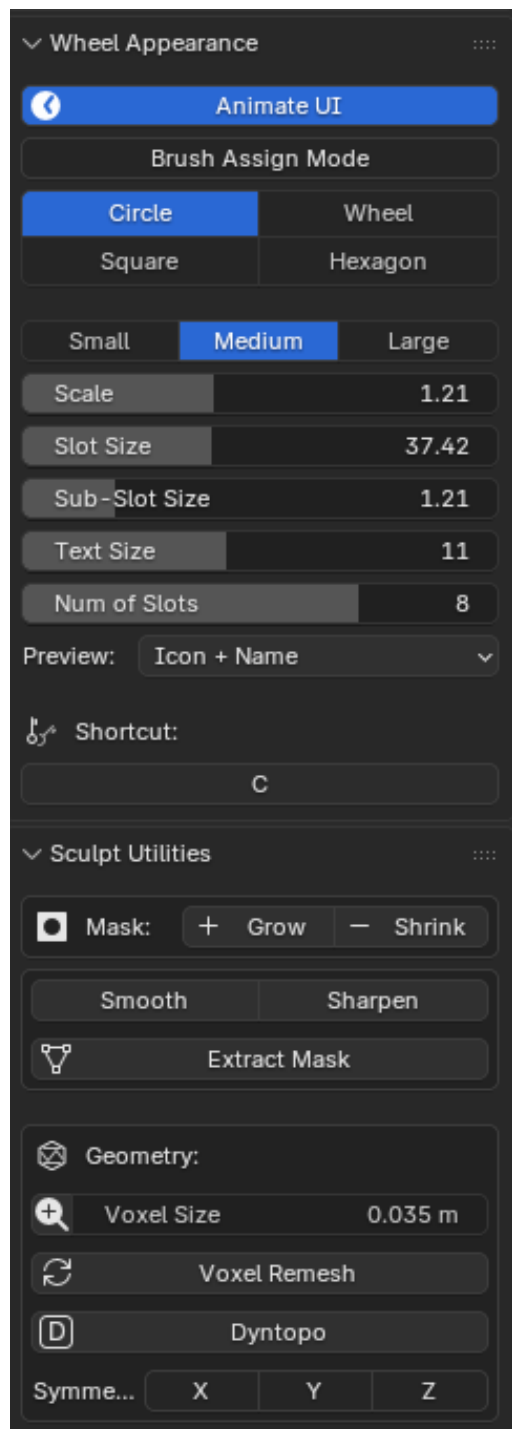
Import Config / Export Config

Save or load brush lists as JSON. Export can include appearance and colour themes. Import can append lists or replace existing lists; review the file-dialog options before confirming.

Quick assignment: select a sculpt brush in Blender, click the assignment arrow on the desired row, then repeat for your other favourites. Brush assets must remain available in their original library.

N-panel: Wheel Appearance

Set the layout, size, labels and shortcut



Animate UI

Turns wheel animation and animated visual feedback on or off. Disable it if interaction becomes slow on a dense sculpt.

Brush Assign Mode

Pins the wheel on screen for quick brush assignment. Turn it off when returning to normal shortcut-driven use.

Circle / Square / Hexagon / Wheel

Choose round buttons, square buttons, hexagonal cells, or a segmented pie wheel. See the comparison on page 5.

Small / Medium / Large

Changes the spacing of ring-style slots. This control is hidden for the segmented Wheel style.

Scale / Slot Size / Sub-Slot Size

Scale changes overall wheel size. Slot Size changes ring-style buttons. Sub-Slot Size adjusts folder buttons; Clayo limits their size when needed to avoid overlap.

Text Size / Num of Slots / Preview

Text Size changes label size. Num of Slots controls 3-10 primary slots. Preview chooses Icon + Name, Icon Only, or Name Only.

Shortcut

Click the shortcut field and enter your preferred key. The default is C. Choose a key that does not conflict with another sculpt shortcut.

Choose a wheel style

Four layouts for the same brush workflow



Circle and Square

Separate round or rounded-square slots arranged around the centre. Use spacing and slot size to make the layout more compact or more open.

Hexagon

Hexagonal cells with optional Edge Accents and Honeycomb Backdrop. Six slots create a true honeycomb arrangement; other slot counts remain available.

Wheel: wedge-shaped segments around the centre. The ring-spacing and ring-slot-size controls are hidden for this style.

N-panel: Sculpt Utilities

Mask editing, geometry and symmetry controls

Mask: Grow / Shrink

Grow expands the masked area. Shrink contracts it. These act on the current sculpt mask, not on brush-list folders.

Mask: Smooth / Sharpen

Smooth softens the mask transition. Sharpen increases mask contrast. These buttons modify the mask rather than smoothing or sharpening the mesh surface.

Extract Mask

Starts Blender's mask extraction operation to create a new mesh from the masked region. Adjust the extraction settings in Blender as needed.

Voxel Size

Sets the resolution used by voxel remeshing. Smaller values preserve finer detail and create more geometry; larger values give a coarser mesh. The icon beside the value starts interactive voxel-size editing.

Voxel Remesh

Rebuilds the active mesh using the current voxel size. Save or duplicate important work before remeshing, since it changes topology and can remove fine detail.

Dyntopo

Toggles Blender's dynamic topology sculpting. It adds or removes geometry during strokes according to Blender's Dyntopo settings.

Symmetry: X / Y / Z

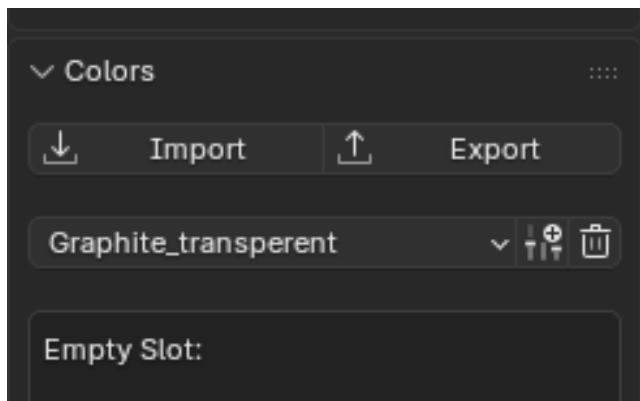
Toggles mirrored sculpt strokes along each axis on the active mesh. Enable only the axes you need.

Paint Color (when available)

For a supported paint brush, Clayo shows primary and secondary colour controls, a colour-swap button, and Shared Across Brushes where Blender supports unified colour settings.

N-panel: Colors

Apply a preset or make the wheel your own



Select a preset such as Graphite_transperent from the dropdown. Colour changes affect the wheel interface; they do not recolour your sculpt or brush asset icons.

Import / Export / Save / Delete

Import loads a colour-theme JSON file. Export saves the active colours as a theme JSON file. The preset-plus button saves a custom theme; the trash button removes a custom theme. Built-in presets cannot be deleted.

Empty Slot / Occupied Slot / Hovered Slot

Set the background and inset colours for unassigned, assigned, and hovered buttons. Hovered Slot also has an outline colour.

Visual Effects / Center Hub

Adjust normal and hover glow colours, plus the central hub background.

Depth & Bevel

Set shadow, bevel-light and bevel-dark colours to control the interface's sense of depth.

UI Edges

Change connection lines, circle outlines, click-button colour and wheel borders.

Hexagon Wheel (Hexagon style only)

Set upper and lower edge accents, honeycomb backdrop, outer border and hub border. These settings appear only when Hexagon is selected.

Colour pickers include alpha (opacity). Lower alpha makes the interface more transparent. Export a theme before experimenting so you can restore your preferred colours.

Workflow & troubleshooting

Keep your configuration portable and your brushes available

Switching brush lists on the wheel

The dots beside the wheel represent brush lists. Hold Shift and click a dot to switch lists, or use the Brush Lists dropdown in the N-panel.

Centre hub brush adjustments

Click-drag the centre hub to adjust the active brush radius. Shift-drag adjusts strength. The hub shows the active brush; primary and folder slots equip the brushes you assigned.

A slot is empty or a brush cannot be found

Select the brush in Blender and assign it again. For custom assets, check that the asset library is configured and its files have not moved. Try Preload Brushes and Refresh Previews.

The shortcut does nothing

Make sure the pointer is over the 3D Viewport, a mesh is in Sculpt Mode, and Clayo is enabled. Check the Shortcut field or Preferences > Keymap for a conflict.

Icons are missing

Try Refresh Previews. In Clayo's add-on preferences, Open Icons Folder lets you add PNG/JPG overrides named after the brush. Show Diagnostics and Copy Icon Diagnostics help with support reports.

Moving to another computer

Export Config and any custom themes. Import them in the new installation and make the same brush asset libraries available. A configuration stores assignments; it does not bundle external brush assets.

Contact and support

Email creativeflowaddons@gmail.com with your Blender version, Clayo version, steps to reproduce the issue, and a screenshot. Include icon diagnostics when reporting missing thumbnails.

Guide prepared from the supplied screenshots and the current Clayo source interface. Blender menu labels and conditional controls may vary slightly between supported releases.