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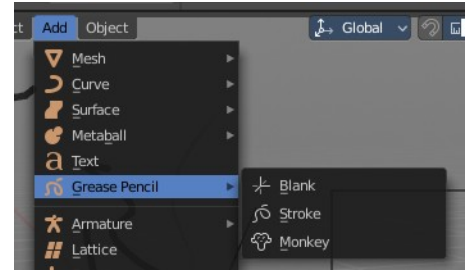
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Tools Tab - Grease Pencil Object

The Grease Pencil Object is a very special object which deserves its own chapter. Even when it has some modes that other objects has too. It is simply too special.

The Grease Pencil Object allows you to draw in 2D in the workspace.

It starts as an object type. By switching into paint mode it becomes a paint feature. And editing turns it into a curve or a mesh object then.

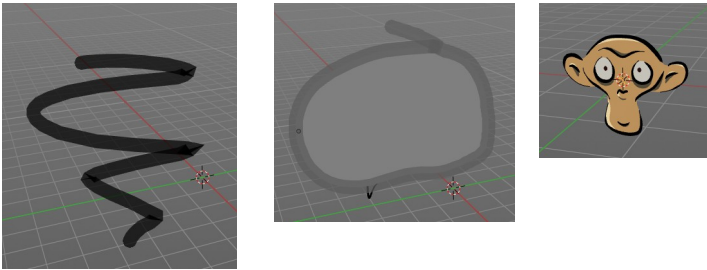


In the Tools tab you will find all the options and settings for drawing and manipulating the grease pencil object, means your drawing.

The type **Blank** allows you to draw strokes.

The type **Stroke** allows you to draw filled forms.

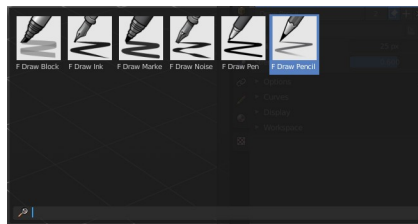
The type **Monkey** is just an example object.



Grease Pencil - Draw Mode - Brush Panel

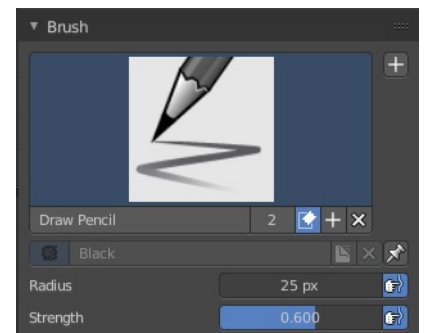
Brush Browser

Here you can choose between the different brushes. It's the same than in the tool shelf.



Create Presets

Here you can create a brush preset set.



Not documented. Not to find out how this one works. Waiting for the Blender manual here ...

Brush Name Edit Box

The edit box below the Image shows you the name of the current active brush.

The number right of it, **in this case 2**, indicates how much number of users (internally) this brush uses. This means that this data block (the brush) shares currently settings with at least one other object. Most probably the parent brush where we have created it from. Click at the value to make this brush a single user. The button will

vanish then.

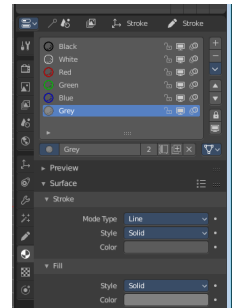
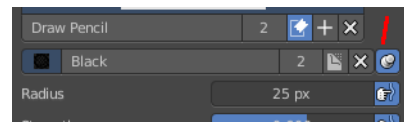
Fake User set the brush to have a fake user. Zero user data-blocks are normally not saved. But sometimes you want to force the data to be kept even when the data block has no user.

The + button allows you to add a new pencil with the current settings. Note that the brushes are NOT saved when you close Bforartists. You can save them into the current blend file. Or you can save the startup file. But be careful here. This saves everything else of the current state of Bforartists too.

The X button deletes the brush as the active one. It does NOT delete it from the brushes list.

Material Browser

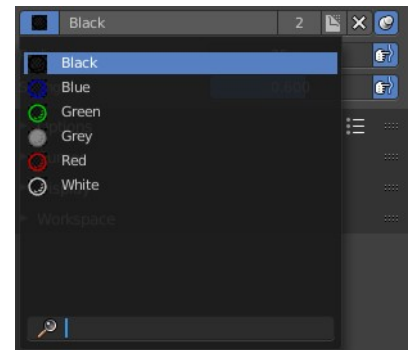
This browser is just active when the Keep material assigned to Brush Pin is activated.



The colors for the grease pencil are materials each. For the grease pencil type Blank you will just have one color available. For this type you have to create new materials in the material tab first when you need more colors. But the other two types, strokes and monkey, comes with a few base materials already.

Dropdown box

Here you can choose another material to draw with.



Edit Box

Here you can read and modify the material name.

F set the material to have a fake user. Zero user data-blocks are normally not saved. But sometimes you want to force the data to be kept even when the data block has no user.

The X button deletes the material as the active one. It does NOT delete it from the materials list.

Keep material assigned to Brush Pin pins the brush to this material.

Radius

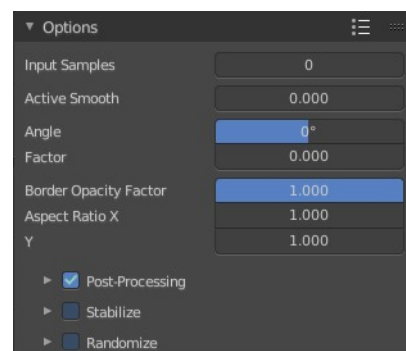
The Radius edit box allows you to adjust the radius of the brush. When the Lock symbol at the front is ticked, then the pencil keeps its size relative to the object when zooming in and out. The button behind the edit box enables tablet pressure sensitivity for radius.

Strength

The Strength edit box allows you to adjust the strength of the brush. When the Lock symbol at the front is ticked, then the pencil keeps its strength relative to the object when zooming in and out. The button behind the edit box enables tablet pressure sensitivity for strength.

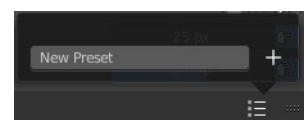
Grease Pencil - Draw Mode - Options Panel

Here you can find some grease pencil related options.



Presets

In the header you can find a presets menu. Here you can store your own presets, and reuse them at a later point.



Input Samples

Generate intermediate Points for very fast mouse movements. A value of 0 means this feature is disabled.

Active Smooth

The amount of smoothing the strokes while drawing.

Angle

Direction of the stroke at which it gives the biggest thickness.

Factor

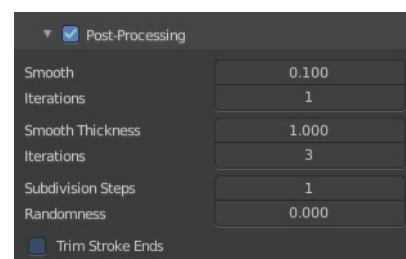
Reduce the brush thickness by this amount when the stroke is perpendicular to "Angle" direction.

Post Processing Settings

Post processing settings is a sub menu. Here you can enable some post processing steps to manipulate the strokes that you currently draw.

You can activate or deactivate it by the checkbox in the header.

Note that you need to have this one enabled when you draw the stroke. It



cannot manipulate already created stokes. Just the ones that you currently paint.

Smooth

Smooth the stroke form.

Iterations

How much iterations to use for smoothing.

Smooth Thickness

Smooth the stroke thickness

Iterations

How much iterations to use for smoothing.

Subdivision Steps

Subdivide the strokes.

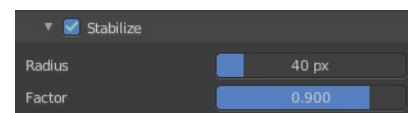
Randomness

Randomness for subdivision.

Stabilizer Settings

Stabilizer Settings is a sub menu. Here you can find some further stabilization settings.

You can activate or deactivate it by the checkbox in the header.



Radius

Minimum radius from last point before drawing continues.

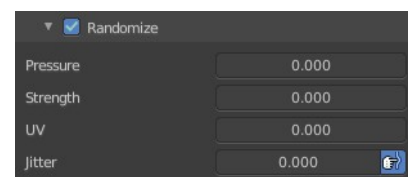
Factor

Smooth stroke factor. Higher values gives a smoother stroke.

Random Settings

Random Settings is a sub menu. Here you can find some functionality to randomize your strokes.

You can activate or deactivate it by the checkbox in the header.



Pressure

Randomize the pressure.

Strength

Randomize the strength.

UV

Random factor for auto generated UV Rotation.

Jitter

Add some jitter to the strokes.

Grease Pencil - Draw Mode - Curves Panel

Here you can see and manipulate the curves for drawing Sensitivity, Strength and Jitter.

The navigation elements are the same for all three curve types.

Navigation elements

The navigation elements at the top are described from left to right.



Zoom in and out

The two buttons with the magnifying glass at it zooms in and out in the curve window.

Tools

Tools is a menu where you can find some cuve related tools.

Reset View

Resets the curve windows zoom.

Vector Handle

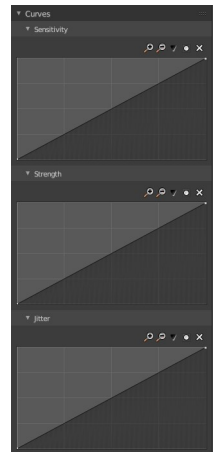
Set handle type to Vector.

Auto Handle

Set handle type to Auto.

Auto Clamped Handle

Set handle type to Auto Clamped.

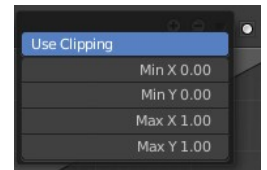


Reset Curve

Resets the curve to the initial shape.

Use Clipping

Clipping options. Here you can set up clipping for the stroke.



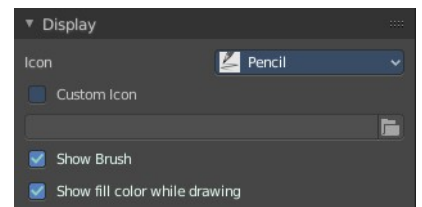
Delete Points

Deletes selected curve points.

Grease Pencil - Draw Mode - Display Panel

Icon

A dropdown box where you can choose the brush that you want to alter.



Custom Icon

Here you can define a custom icon for the brush.

Show Brush

Show the brush icon while drawing

Show Fill Color while drawing

Show the fill color while drawing. This one affects the Grease pencil type Stroke.

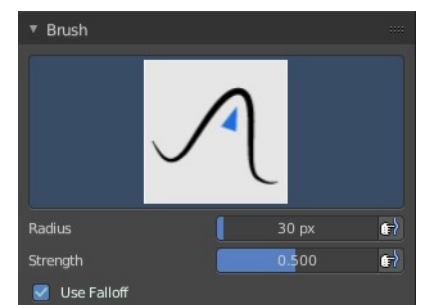
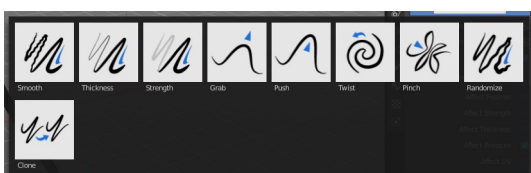
Grease Pencil - Sculpt Mode

In Sculpt mode you can sculpt the grease pencil strokes.

Grease Pencil - Sculpt Mode - Brush Panel

Brush browser

Here you can pick a pencil, and see what pencil is active.



Radius

The radius of the brush.

Strength

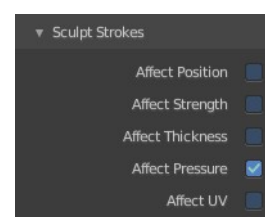
The strength of the brush.

Use Falloff

Use Falloff for the brush.

Sculpt Strokes

Sculpt Strokes is a submenu with further settings. It is not available for all brushes



Affect position

The brush affects the position of the points.

Affect strength

The brush affects the color strength.

Affect thickness

The brush affects the stroke thickness

Affect pressure

Affect pressure values as well when smoothing strokes

Affect UV

The brush affects the UV rotation of the points.

Grease Pencil - Sculpt Mode - Display Panel

Show Brush

Show the brush icon when painting.



Color

The brush icon color.

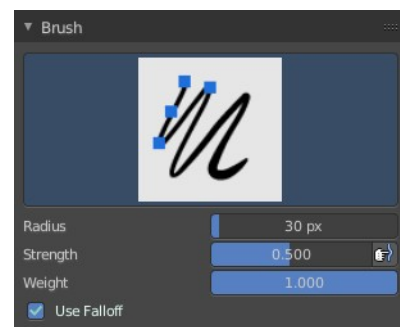
Grease Pencil - Weight Paint Mode

In Weight Paint Mode you can weight paint your strokes.

Grease Pencil - Weight Paint Mode - Brush Panel

Brush browser

Here you can pick a pencil, and see what pencil is active. There is just one pencil available for weightpainting.



Radius

The radius of the brush.

Strength

The strength of the brush.

Weight

The target weight. Everything below gets added towards this value. Everything above gets subtracted from this value. Usually you work with the maximum value of 1.

Use Falloff

Use Falloff for the brush.

Grease Pencil - Weight Paint Mode - Display Panel

Show Brush

Show the brush icon when painting.



Color

The brush icon color.