

25.8.5 Editors - Properties Editor - Modifiers Properties Tab - Color Modifiers

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Detailed table of content

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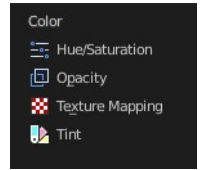
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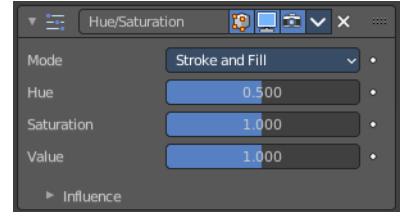
Color modifiers

Color modifiers just exists for the Grease Pencil object.



Hue/Saturation Modifier

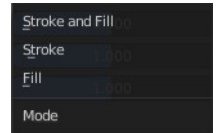
The Hue/Saturation Modifier applies a color transformation to the object output color.



Mode

The color transformation will be applied on the stroke and/or the fill color.

Stroke and Fill, Stroke, Fill



Hue

Specifies the hue rotation of the image. 360° are mapped to (0 to 1). The hue shifts of 0 (-180°) and 1 (+180°) have the same result.

Saturation

A saturation of 0 removes hues from the image, resulting in a greyscale image. A shift greater than 1.0 increases saturation.

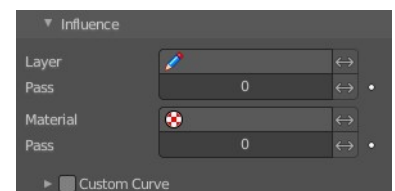
Value

Value is the overall brightness of the image. De/Increasing values shift an image darker/lighter.

Influence

Layer

Restricts the effect only to one layer or to any layers that share the same pass index. Click to pick the layer that you want to use.



Invert

Inverts the influence.

Pass

The layer pass index.

Invert

Inverts the influence.

Material

Restricts the effect only to material that share the same material or pass index. Click to pick the material that you want to use.

Invert

Inverts the influence.

Pass

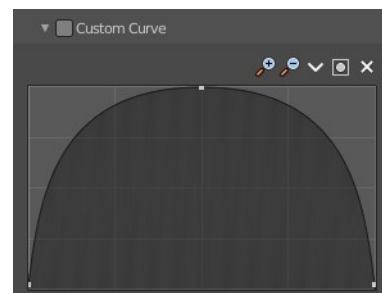
The material pass index.

Invert

Inverts the influence.

Custom Curve

Use a custom curve to define the noise along the strokes.



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 curve related tools.

Reset View

Resets the curve windows zoom.

Vector Handle

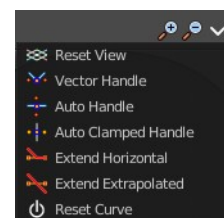
Set handle type to Vector.

Auto Handle

Set handle type to Auto.

Auto Clamped Handle

Set handle type to Auto Clamped.



Extend Horizontal

Extend the curve points horizontal before the first curve point and after the last curve point.

Extend Vertical

Extend the curve points vertical before the first curve point and after the last curve point.

Reset Curve

Resets the curve to the initial shape.

Use Clipping

Clipping options. Set up clipping for the stroke.



Delete Points

Deletes selected curve points.

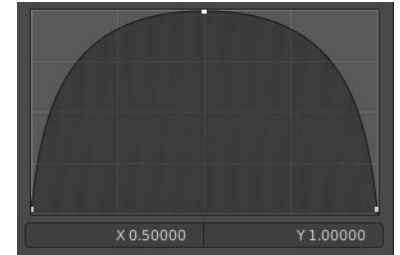
Curve window

Tweak and adjust the falloff curve by clicking at a curve point and dragging it around.

Double click adds a new point.

Holding down ctrl activates temporary snapping.

Holding down shift enables slower movement, which allows more accurate setting.



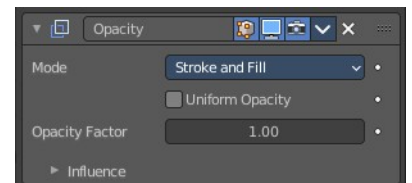
X / Y

The position of the currently selected curve point.

Opacity Modifier

The Opacity Modifier change the opacity (alpha) value of the stroke points.

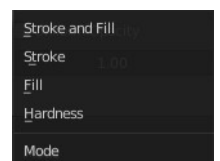
The alpha value in Grease Pencil is stored per-point. The modifier can alter these values to go from totally transparent points to totally opaque points.



Mode

The color transformation will be applied to the stroke/fill color or stroke Hardness. When Hardness is selected, then the opacity affects the stroke's transparency (alpha) from the center to the border.

Stroke and Fill, Stroke, Fill, or Hardness.



Uniform Opacity

When enabled, makes the opacity equal for the entire strokes.

Opacity Factor

Controls the opacity value of the stroke points. A value of 1.0 respect the original alpha value of the points, a shift less than 1.0 make the points more transparent than originally, and a shift greater than 1.0 make the points more opaque than originally.

Sets value to 2.0 makes the points alpha fully opaque.

Influence

Layer

Restricts the effect only to one layer or to any layers that share the same pass index. Click to pick the layer that you want to use.

Invert

Inverts the influence.

Pass

The layer pass index.

Invert

Inverts the influence.

Material

Restricts the effect only to material that share the same material or pass index. Click to pick the material that you want to use.

Invert

Inverts the influence.

Pass

The material pass index.

Invert

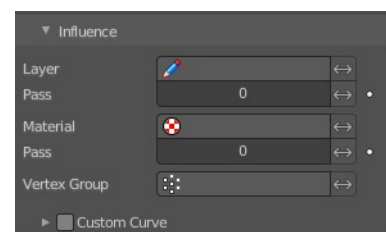
Inverts the influence.

Vertex Group

Limit the influence to a vertex group.

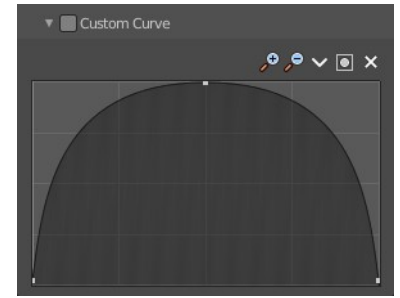
Invert

Inverts the influence.



Custom Curve

Use a custom curve to define the noise along the strokes.



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 curve 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.

Extend Horizontal

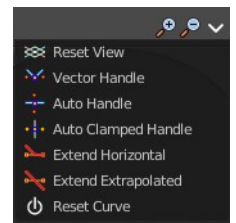
Extend the curve points horizontal before the first curve point and after the last curve point.

Extend Vertical

Extend the curve points vertical before the first curve point and after the last curve point.

Reset Curve

Resets the curve to the initial shape.

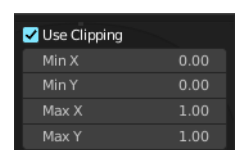


Use Clipping

Clipping options. Set up clipping for the stroke.

Delete Points

Deletes selected curve points.



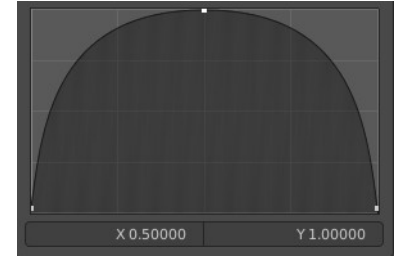
Curve window

Tweak and adjust the falloff curve by clicking at a curve point and dragging it around.

Double click adds a new point.

Holding down ctrl activates temporary snapping.

Holding down shift enables slower movement, which allows more accurate setting.

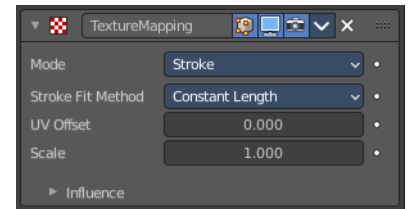


X / Y

The position of the currently selected curve point.

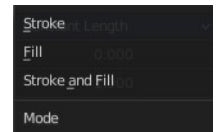
Texture Mapping modifier

Change stroke UV texture values.



Mode

What to manipulate.



Stroke Fit Method

How to fit the length.



UV Offset

UV offset to add to the stroke UV's.

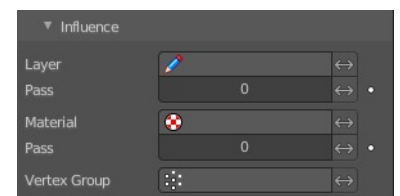
Scale

Factor to scale the UV's.

Influence

Layer

Restricts the effect only to one layer or to any layers that share the same pass index. Click to pick the layer that you want to use.



Invert

Inverts the influence.

Pass

The layer pass index.

Invert

Inverts the influence.

Material

Restricts the effect only to material that share the same material or pass index. Click to pick the material that you want to use.

Invert

Inverts the influence.

Pass

The material pass index.

Invert

Inverts the influence.

Vertex Group

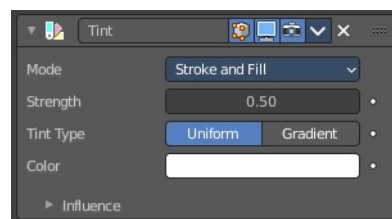
Limit the influence to a vertex group.

Invert

Inverts the influence.

Tint Modifier

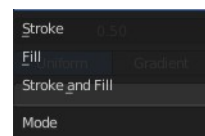
The Tint Modifier colorize the original stroke or fill with a selected color.



Mode

The color transformation will be applied on the stroke and/or the fill color.

Stroke and Fill, Stroke, Fill



Strength

Controls the amount for the color mixing.

A value of 0 respect the original strokes vertex color, a value of 1.0 totally replace the original color with the tint color.

A shift greater than 1.0 will make the points alpha less transparent than originally (2.0 is fully opaque).

Tint Type

Uniform

Color

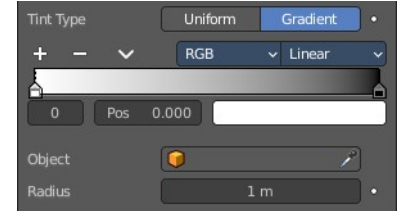
Defines the tint color for mixing with the original color.



Gradient

Color Ramp

Defines the tint gradient color for mixing with the original vertex color.



Controls

+

Add a stop to your color ramp. The stop will be added after the selected one, in the middle to the next one.

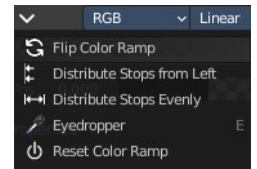
-

Deletes the selected color stop from the list.

Tools menu

Flip Color Ramp

Flips the gradient, inverting the values of the color ramp.



Distribute Stops from Left

Rearrange the stops so that every step has the same space to the right.

Distribute Stops Evenly

Space between all neighboring stops becomes equal.

Eyedropper (pipette icon) E

An Eyedropper to sample a color or gradient from the interface to be used in the color ramp.

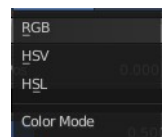
Reset Color Ramp

Resets the color ramp to its default state.

Color Mode

RGB

Blends color by mixing each color channel and combining.



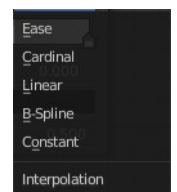
HSV/HSL

Blends colors by first converting to HSV or HSL, mixing, then combining again. This has the advantage of maintaining saturation between different hues, where RGB would de-saturate, this allows for a richer gradient.

Interpolation

Ease

Uses an Ease Interpolation for the color stops.



Cardinal

Uses a Cardinal Interpolation for the color stops.

Linear

Uses a Linear Interpolation for the color stops.

B-Spline

Uses a B-Spline Interpolation for the color stops.

Constant

Uses a Constant Interpolation for the color stops.

Color Ramp

The color band. A click at one of the color stops makes it the active one. You can move the color stops by clicking at them and dragging them around.



Active Color Stop elements

Adjust the active color stop.



Choose active color stop

Choose the color stop by index.

Pos

The position of the active color stop. The range goes from 0.000 to 1.000.

Object

A Data ID to select an object (usually an empty), which position and rotation will be used to define the center of the effect.

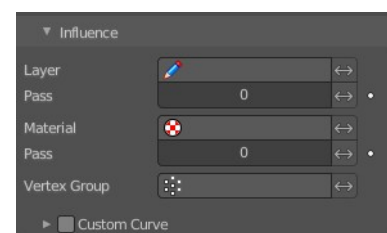
Radius

Defines the maximum distance of the effect.

Influence

Layer

Restricts the effect only to one layer or to any layers that share the same pass index. Click to pick the layer that you want to use.



Invert

Inverts the influence.

Pass

The layer pass index.

Invert

Inverts the influence.

Material

Restricts the effect only to material that share the same material or pass index. Click to pick the material that you want to use.

Invert

Inverts the influence.

Pass

The material pass index.

Invert

Inverts the influence.

Vertex Group

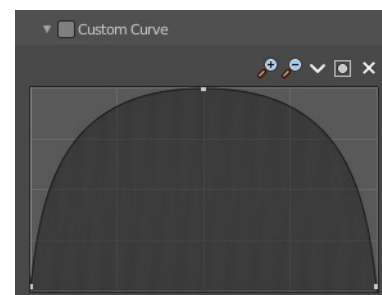
Limit the influence to a vertex group.

Invert

Inverts the influence.

Custom Curve

Use a custom curve to define the noise along the strokes.



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

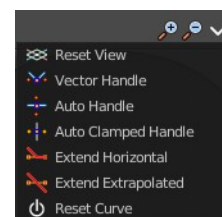
Tools is a menu where you can find some curve related tools.

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.

Extend Horizontal

Extend the curve points horizontal before the first curve point and after the last curve point.

Extend Vertical

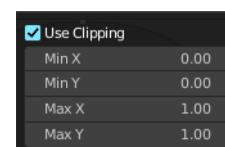
Extend the curve points vertical before the first curve point and after the last curve point.

Reset Curve

Resets the curve to the initial shape.

Use Clipping

Clipping options. Set up clipping for the stroke.



Delete Points

Deletes selected curve points.

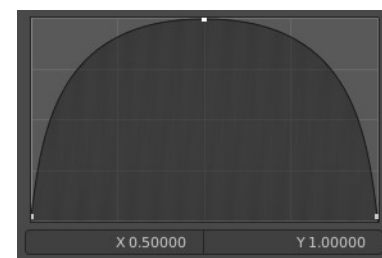
Curve window

Tweak and adjust the falloff curve by clicking at a curve point and dragging it around.

Double click adds a new point.

Holding down ctrl activates temporary snapping.

Holding down shift enables slower movement, which allows more accurate setting.



X / Y

The position of the currently selected curve point.
