

## 26.8.5 Editors - Properties Editor - Modifiers Properties Tab - Color Modifiers

|                                |    |
|--------------------------------|----|
| Detailed table of content..... | 1  |
| Color modifiers.....           | 4  |
| Hue/Saturation Modifier.....   | 4  |
| Opacity Modifier.....          | 6  |
| Texture Mapping modifier.....  | 9  |
| Tint Modifier.....             | 10 |

### Detailed table of content

#### Detailed table of content

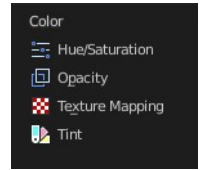
|                                |   |
|--------------------------------|---|
| Detailed table of content..... | 1 |
| Color modifiers.....           | 4 |
| Hue/Saturation Modifier.....   | 4 |
| Mode.....                      | 4 |
| Hue.....                       | 4 |
| Saturation.....                | 4 |
| Value.....                     | 4 |
| Influence.....                 | 4 |
| Layer.....                     | 4 |
| Invert.....                    | 4 |
| Pass.....                      | 4 |
| Invert.....                    | 5 |
| Material.....                  | 5 |
| Invert.....                    | 5 |
| Pass.....                      | 5 |
| Invert.....                    | 5 |
| Custom Curve.....              | 5 |
| Navigation elements.....       | 5 |
| Zoom in and out.....           | 5 |
| Tools.....                     | 5 |
| Reset View.....                | 5 |
| Vector Handle.....             | 5 |
| Auto Handle.....               | 5 |
| Auto Clamped Handle.....       | 5 |
| Extend Horizontal.....         | 6 |
| Extend Vertical.....           | 6 |
| Reset Curve.....               | 6 |
| Use Clipping.....              | 6 |
| Delete Points.....             | 6 |
| Curve window.....              | 6 |
| X / Y.....                     | 6 |
| Opacity Modifier.....          | 6 |
| Mode.....                      | 6 |
| Uniform Opacity.....           | 7 |
| Opacity Factor.....            | 7 |

|                               |    |
|-------------------------------|----|
| Influence.....                | 7  |
| Layer.....                    | 7  |
| Invert.....                   | 7  |
| Pass.....                     | 7  |
| Invert.....                   | 7  |
| Material.....                 | 7  |
| Invert.....                   | 7  |
| Pass.....                     | 7  |
| Invert.....                   | 7  |
| Vertex Group.....             | 7  |
| Invert.....                   | 7  |
| Custom Curve.....             | 8  |
| Navigation elements.....      | 8  |
| Zoom in and out.....          | 8  |
| Tools.....                    | 8  |
| Reset View.....               | 8  |
| Vector Handle.....            | 8  |
| Auto Handle.....              | 8  |
| Auto Clamped Handle.....      | 8  |
| Extend Horizontal.....        | 8  |
| Extend Vertical.....          | 8  |
| Reset Curve.....              | 8  |
| Use Clipping.....             | 8  |
| Delete Points.....            | 8  |
| Curve window.....             | 9  |
| X / Y.....                    | 9  |
| Texture Mapping modifier..... | 9  |
| Mode.....                     | 9  |
| Stroke Fit Method.....        | 9  |
| UV Offset.....                | 9  |
| Scale.....                    | 9  |
| Influence.....                | 9  |
| Layer.....                    | 9  |
| Invert.....                   | 9  |
| Pass.....                     | 9  |
| Invert.....                   | 10 |
| Material.....                 | 10 |
| Invert.....                   | 10 |
| Pass.....                     | 10 |
| Invert.....                   | 10 |
| Vertex Group.....             | 10 |
| Invert.....                   | 10 |
| Tint Modifier.....            | 10 |
| Mode.....                     | 10 |
| Strength.....                 | 10 |
| Tint Type.....                | 11 |
| Uniform.....                  | 11 |
| Color.....                    | 11 |
| Gradient.....                 | 11 |
| Color Ramp.....               | 11 |
| Controls.....                 | 11 |
| +.....                        | 11 |
| -.....                        | 11 |

|                                  |    |
|----------------------------------|----|
| Tools menu.....                  | 11 |
| Flip Color Ramp.....             | 11 |
| Distribute Stops from Left.....  | 11 |
| Distribute Stops Evenly.....     | 11 |
| Eyedropper (pipette icon) E..... | 11 |
| Reset Color Ramp.....            | 11 |
| Color Mode.....                  | 11 |
| RGB.....                         | 11 |
| HSV/HSL.....                     | 11 |
| Interpolation.....               | 11 |
| Ease.....                        | 11 |
| Cardinal.....                    | 12 |
| Linear.....                      | 12 |
| B-Spline.....                    | 12 |
| Constant.....                    | 12 |
| Color Ramp.....                  | 12 |
| Active Color Stop elements.....  | 12 |
| Choose active color stop.....    | 12 |
| Pos.....                         | 12 |
| Object.....                      | 12 |
| Radius.....                      | 12 |
| Influence.....                   | 12 |
| Layer.....                       | 12 |
| Invert.....                      | 12 |
| Pass.....                        | 12 |
| Invert.....                      | 12 |
| Material.....                    | 13 |
| Invert.....                      | 13 |
| Pass.....                        | 13 |
| Invert.....                      | 13 |
| Vertex Group.....                | 13 |
| Invert.....                      | 13 |
| Custom Curve.....                | 13 |
| Navigation elements.....         | 13 |
| Zoom in and out.....             | 13 |
| Tools.....                       | 13 |
| Reset View.....                  | 13 |
| Vector Handle.....               | 13 |
| Auto Handle.....                 | 14 |
| Auto Clamped Handle.....         | 14 |
| Extend Horizontal.....           | 14 |
| Extend Vertical.....             | 14 |
| Reset Curve.....                 | 14 |
| Use Clipping.....                | 14 |
| Delete Points.....               | 14 |
| Curve window.....                | 14 |
| X / Y.....                       | 14 |

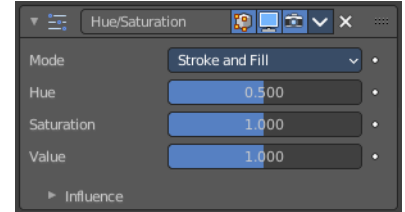
# Color modifiers

Color modifiers just exists for the Grease Pencil object.



## Hue/Saturation Modifier

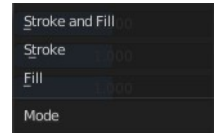
The Hue/Saturation Modifier applies a color transformation to the object output color.



### 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.

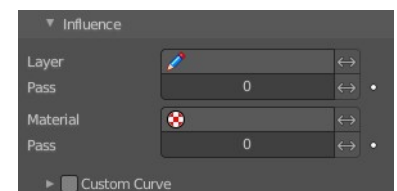
### Value

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**

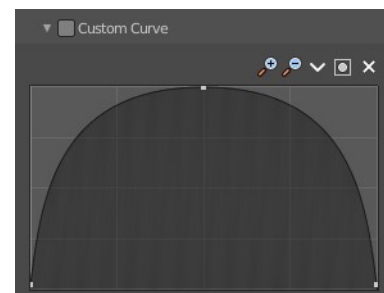
The material pass index.

## **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**

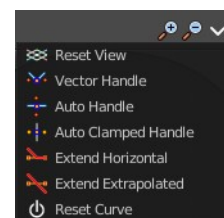
Set handle type to Vector.

### **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

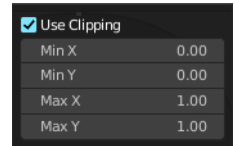
Extend the curve points vertical before the first curve point and after the last curve point.

## 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.

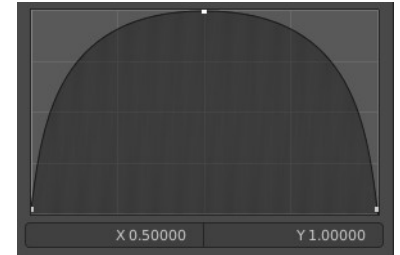
## Curve window

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.



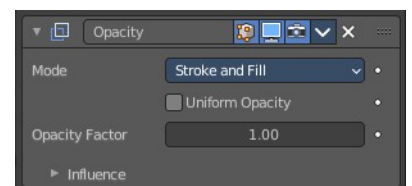
## X / Y

The position of the currently selected curve point.

## Opacity Modifier

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

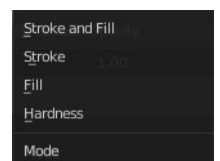
The alpha value in Grease Pencil is stored per-point. The modifier can alter these values to go from totally transparent points to totally opaque points.



## 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**

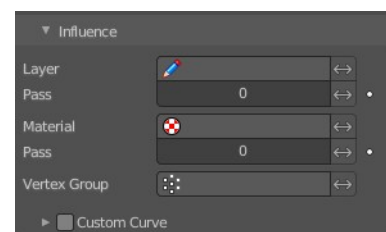
Inverts the influence.

### *Vertex Group*

Limit the influence to a vertex group.

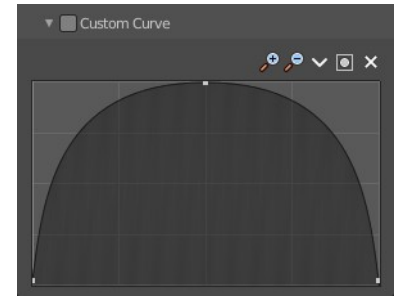
### **Invert**

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

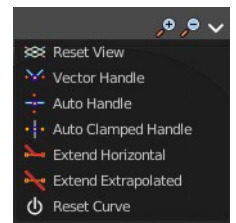
Extend the curve points horizontal before the first curve point and after the last curve point.

### 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.



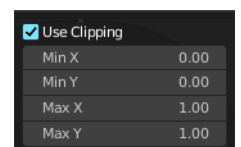
---

## Use Clipping

Clipping options. Set up clipping for the stroke.

### Delete Points

Deletes selected curve points.





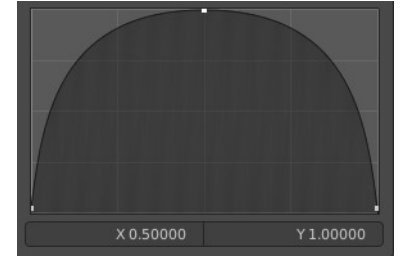
## Curve window

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.

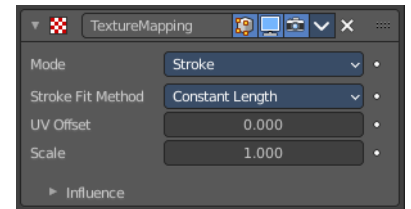


## X / Y

The position of the currently selected curve point.

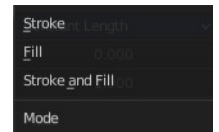
## Texture Mapping modifier

Change stroke UV texture values.



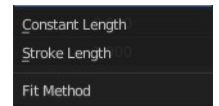
## Mode

What to manipulate.



## Stroke Fit Method

How to fit the length.



## UV Offset

UV offset to add to the stroke UV's.

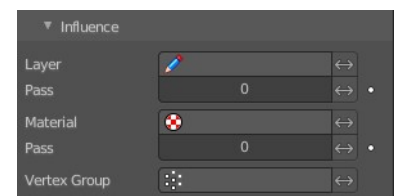
## Scale

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.

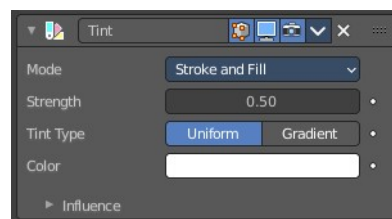
## **Invert**

Inverts the influence.

---

## **Tint Modifier**

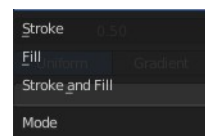
The Tint Modifier colorize the original stroke or fill with a selected color.



## **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

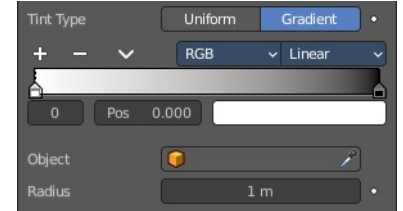
Defines the tint color for mixing with the original color.



### 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.

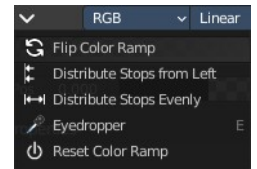
-

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.

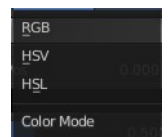
##### Reset Color Ramp

Resets the color ramp to its default state.

#### Color Mode

##### RGB

Blends color by mixing each color channel and combining.



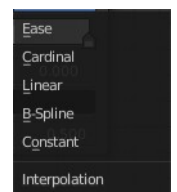
##### HSV/HSL

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.

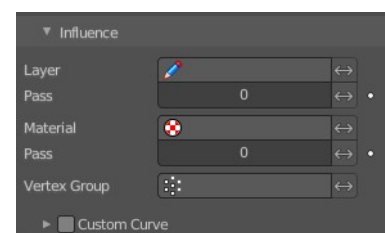
## Radius

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**

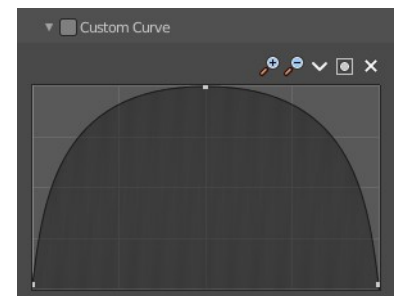
Limit the influence to a vertex group.

## **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**

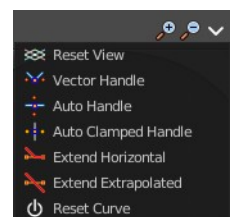
Tools is a menu where you can find some curve related tools.

### **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.

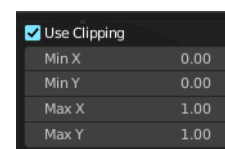
### **Reset Curve**

Resets the curve to the initial shape.

---

### **Use Clipping**

Clipping options. Set up clipping for the stroke.



### **Delete Points**

Deletes selected curve points.

---

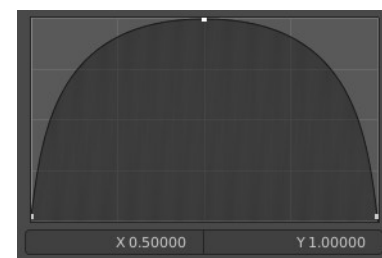
### **Curve window**

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.

---