



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

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### Detailed table of content

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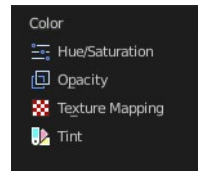
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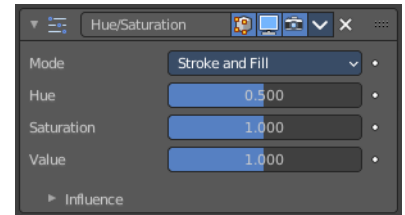
# Color modifiers

Color modifiers just exists for the Grease Pencil object.



## Hue/Saturation Modifier

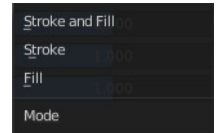
The Hue/Saturation Modifier applies a color transformation to the object output color.



### 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.

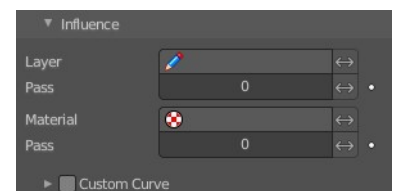
### Value

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**

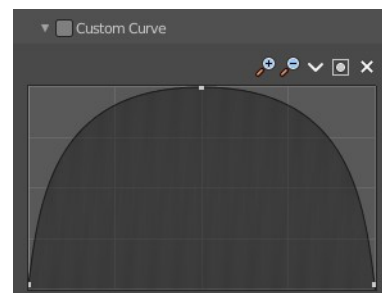
The material pass index.

## **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**

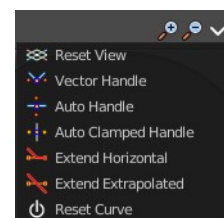
Set handle type to Vector.

### **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

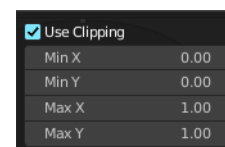
Extend the curve points vertical before the first curve point and after the last curve point.

## 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.

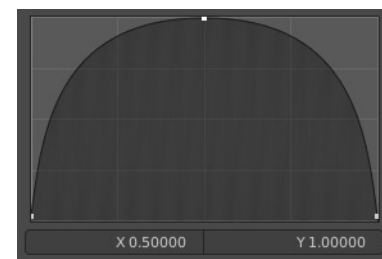
## Curve window

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.



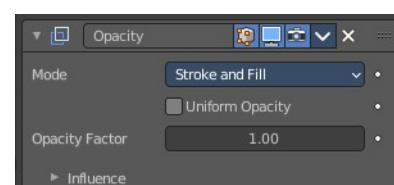
## X / Y

The position of the currently selected curve point.

## Opacity Modifier

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

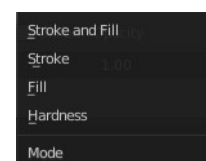
The alpha value in Grease Pencil is stored per-point. The modifier can alter these values to go from totally transparent points to totally opaque points.



## 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**

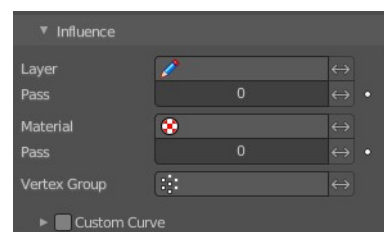
Inverts the influence.

### *Vertex Group*

Limit the influence to a vertex group.

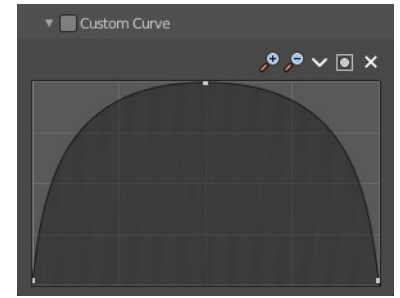
### **Invert**

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.



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## 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

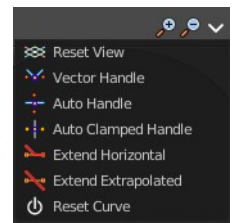
Extend the curve points horizontal before the first curve point and after the last curve point.

### 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.



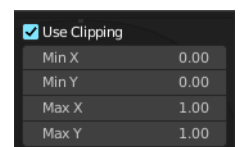
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## Use Clipping

Clipping options. Set up clipping for the stroke.

### Delete Points

Deletes selected curve points.





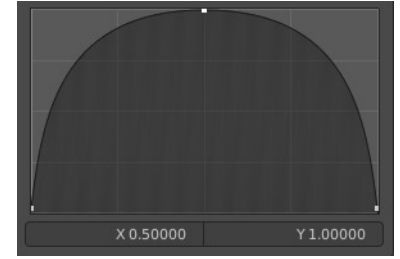
## Curve window

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.

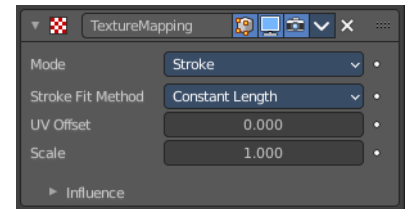


## X / Y

The position of the currently selected curve point.

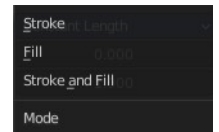
## Texture Mapping modifier

Change stroke UV texture values.



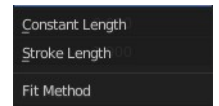
### Mode

What to manipulate.



### Stroke Fit Method

How to fit the length.



### UV Offset

UV offset to add to the stroke UV's.

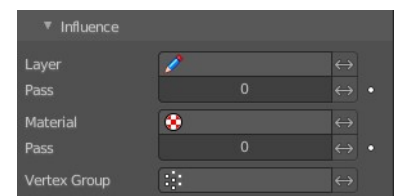
### Scale

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.

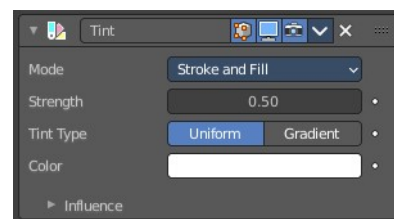
## **Invert**

Inverts the influence.

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## **Tint Modifier**

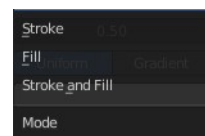
The Tint Modifier colorize the original stroke or fill with a selected color.



## **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.

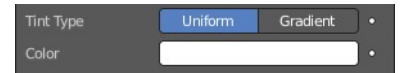
A shift greater than 1.0 will make the points alpha less transparent than originally (2.0 is fully opaque).

## Tint Type

### Uniform

#### Color

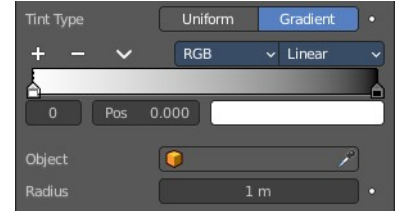
Defines the tint color for mixing with the original color.



### 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.

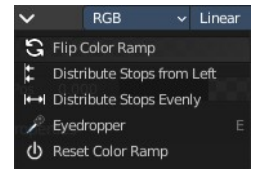
-

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.

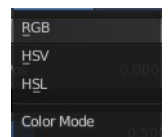
##### Reset Color Ramp

Resets the color ramp to its default state.

### Color Mode

#### RGB

Blends color by mixing each color channel and combining.



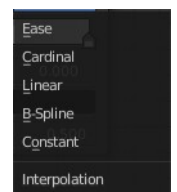
#### HSV/HSL

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.

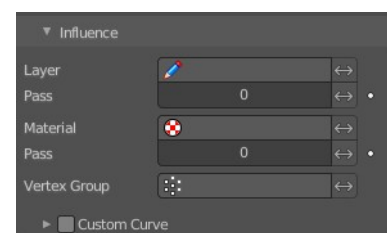
## Radius

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**

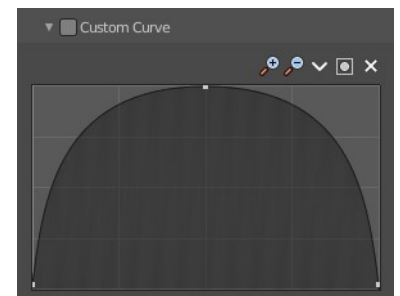
Limit the influence to a vertex group.

## **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.

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## **Tools**

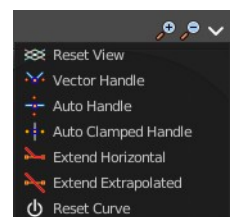
Tools is a menu where you can find some curve related tools.

### **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.

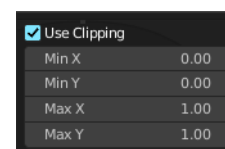
### **Reset Curve**

Resets the curve to the initial shape.

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### **Use Clipping**

Clipping options. Set up clipping for the stroke.



### **Delete Points**

Deletes selected curve points.

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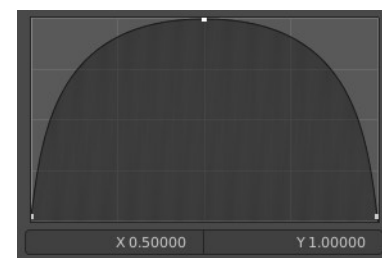
### **Curve window**

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.

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