

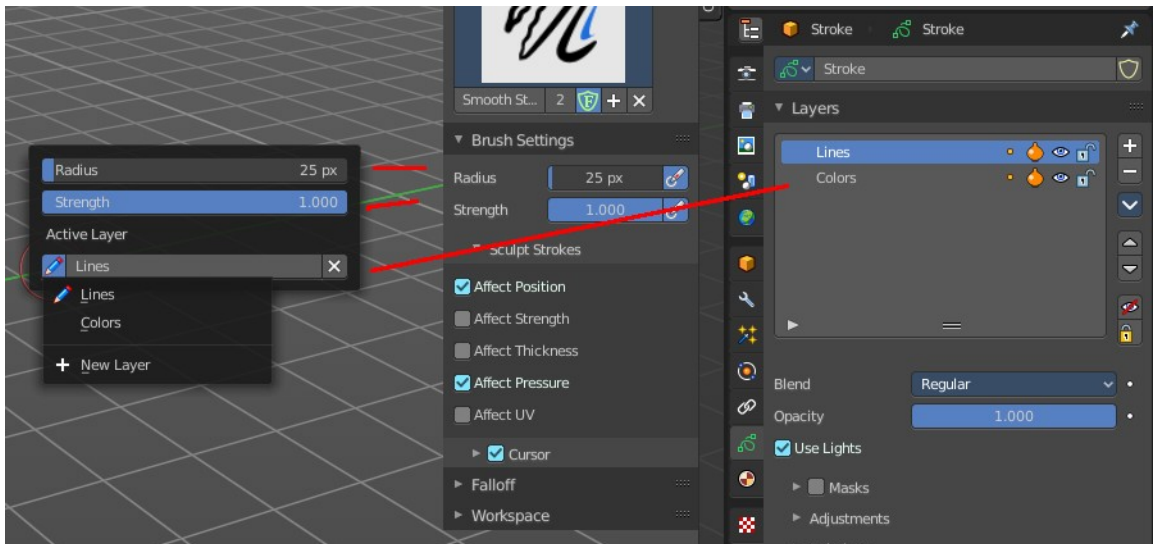
7.0.12 Editors - 3D View - Grease Pencil object - Edit Mode - Point context menu

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Edit Mode - Point Context Menu

Call this menu with double right click in the 3D viewport. You need to be in Sculpt mode with a grease pencil object.

In Sculpt Paint mode you will call a context menu with the sliders from the Brush settings.



Radius

The radius of the sculpt brush.

Strength

The strength of the sculpt brush.

Active Layer

The active grease pencil layer. You can choose another layer, and add new layers here too. It is the same content than in the Properties editor.

Layer drop down box

The list of available layers.

New Layer

Add a new grease pencil layer.

Layer Edit Box

The currently active grease pencil layer. Rename it by clicking into the field.

Remove Layer

Remove the grease pencil layer.