

7.1.32 Editors - 3D Viewport - Header - Grease Pencil - Edit mode - Points menu

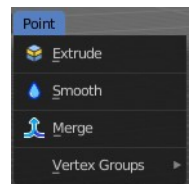
Table of content

- Edit Mode - Points Menu.....1
- Extrude.....1
- Smooth.....1
- Last Operator Smooth Stroke.....1
- Repeat.....1
- Factor.....2
- Selected points.....2
- Position.....2
- Thickness.....2
- Strength.....2
- UV's.....2
- Merge.....2
- Last Operator Merge Strokes.....2
- Mode.....2
- Draw on back.....2
- Additive drawing.....2
- Cyclic.....2
- Dissolve Points.....2
- Delete Strokes.....3
- Vertex Groups.....3
- Add New Group.....3
- Assign.....3
- Remove.....3
- Select.....3
- Deselect.....3

Edit Mode - Points Menu

Extrude

Extrudes out the selected points. The new points stay connected with the original points of the stroke.



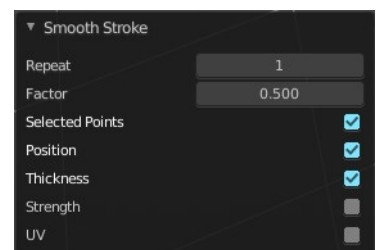
Smooth

Smoothens out the selected geometry.

Last Operator Smooth Stroke

Repeat

How often to repeat the procedure.



Factor

The amount of the smoothness to apply.

Selected points

When enabled, limits the effect to only the selected points within the stroke.

Position

When enabled, the operator affect the points location.

Thickness

When enabled, the operator affect the points thickness.

Strength

When enabled, the operator affect the points strength (alpha).

UV's

When enabled, the operator affect the UV rotation on the points.

Merge

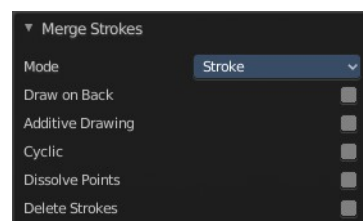
Allows you to paint a new stroke between the selected vertices. The selected points are not merged though, but a new stroke is created.

Last Operator Merge Strokes

Mode

Choose between stroke or point mode.

This feature is not documented in the Blender manual, there is no explanation in the tool tip, and it is not to find out what the difference is. Both do the same.



Draw on back

Draw the new stroke below all other strokes.

Additive drawing

Add to previous drawing

Cyclic

Close the new stroke

Dissolve Points

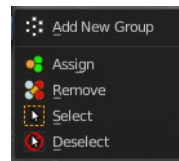
Dissolve the old selected points.

Delete Strokes

Deletes the old selected strokes.

Vertex Groups

This menu contains just the Add New Group button as long as no vertex group exists.



Add New Group

Adds a new group.

Assign

Assign the current selected geometry to the current active group.

Remove

Removes the current selected geometry from the current active group.

Select

Select the geometry of the current active group.

Deselect

Deselect the geometry of the current active group.

