

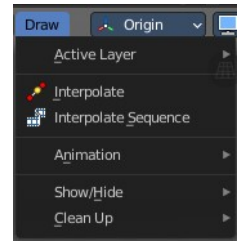


7.1.33 Editors - 3D Viewport - Header - Grease Pencil - Draw mode - Draw menu

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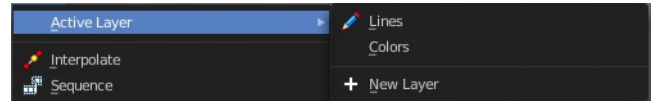
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Draw Mode - Draw Menu



Active Layer

Set and show the active grease pencil layer. The layer with the pencil is the active layer for drawing.



New Layer

Add a new draw layer.

Interpolate

Interpolates strokes between the previous and next keyframe by adding a single keyframe. When you are on a frame between two keyframes and click the Interpolate button a new breakdown keyframe will be added. This way you define the final interpolation for the new stroke.

Interpolate Sequence

Interpolate strokes between the previous and next keyframe by adding multiple keyframes. When you are on a frame between two keyframes and click the sequence button, then a breakdown keyframe will be added on every frame between the previous and next keyframe.

Animation

Insert Blank Keyframe (Active Layer)

Inserts a keyframe into the active layer.

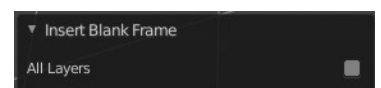


Insert Blank Keyframe (All Layers)

Inserts a keyframe into all layers.

Last Operator Insert Blank Frame

Some snap operations shows a last operation panel, some not.



All Layers

Insert into active layer or into all layers.

Duplicate Active Keyframe (Active Layer)

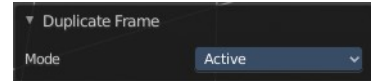
Duplicates the active keyframe in the active layer.

Duplicate Active Keyframe (All Layers)

Duplicates the active keyframe in all layers.

Last Operator Insert Blank Frame

Some snap operations shows a last operation panel, some not.



Mode

Duplicate the active keyframe in the active layer or in all layers.

Delete Active Keyframe (Active Layer)

Deletes the active keyframe in the active layer.

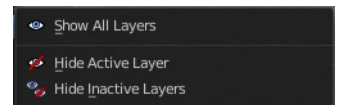
Delete Active Keyframe (All Layers)

Deletes the active keyframe in all layers

Show/Hide

Show all Layers

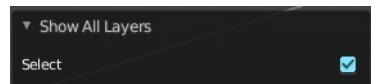
Makes all layers in the scene visible .



Last Operator Hide Layers

Select

Shows just selected layers.



Hide Active Layer

Hides the active layer.

Hide inactive Layers

Hides the not selected layers. The selected layers stays visible.

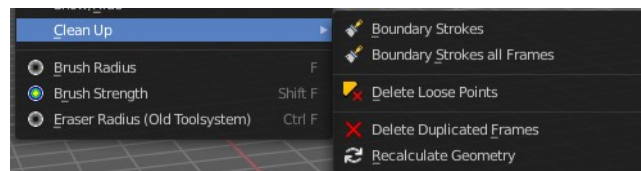
Last Operator Hide Layers

Unselected

Hides the not selected layers.



Clean Up



Boundary Strokes

Remove "no fill" boundary strokes from the active frame.

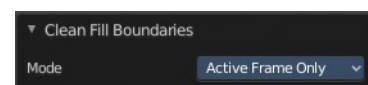
Boundary Strokes all Frames

Remove "no fill" boundary strokes from all frames.

Last Operator Clean Fill Boundaries

Mode

Choose if you want to remove the "no fill" boundary strokes just from the active frame, or from all frames.



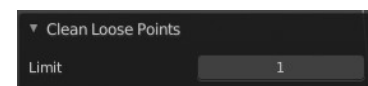
Delete loose Points

Deletes loose stroke points.

Last Operator Clean loose points

Limit

Adjust with how much vertices a stroke gets count as loose geometry.



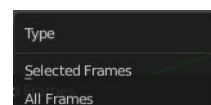
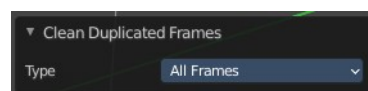
Delete Duplicated Frames

Deletes all duplicated frames.

Last Operator Clean Duplicated Frames

Type

Delete just in the selected frames or in all frames.



Recalculate Geometry

Update all internal geometry data.