

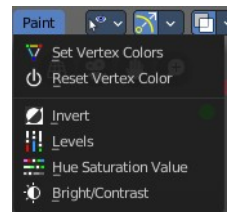


7.1.36 Editors - 3D Viewport - Header - Grease Pencil - Draw mode - Draw menu

Table of content

Paint Menu.....	1
Set Vertex Colors.....	1
Last operator Vertex Paint Set Color.....	1
Mode.....	2
Factor.....	2
Reset Vertex Color.....	2
Last operator Reset Vertex Color.....	2
Mode.....	2
Invert.....	2
Last operator Vertex Paint Invert.....	2
Mode.....	2
Levels.....	2
Last operator Vertex Paint Levels.....	2
Mode.....	2
Offset.....	2
Gain.....	2
Hue Saturation Value.....	2
Last operator Vertex Paint Hue Saturation Value.....	3
Mode.....	3
Hue.....	3
Saturation.....	3
Value.....	3
Bright Contrast.....	3
Last operator Vertex Paint Bright/Contrast.....	3
Mode.....	3
Brightness.....	3
Contrast.....	3

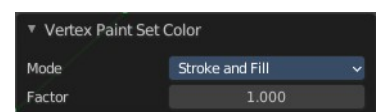
Paint Menu



Set Vertex Colors

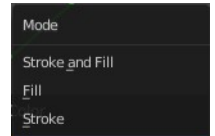
Sets the color of all selected vertices to the current active vertex color.

Last operator Vertex Paint Set Color



Mode

What vertex colors to affect.



Factor

How strong the color is set compared to the old color.

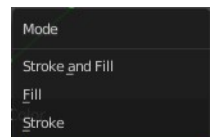
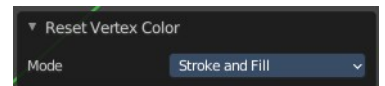
Reset Vertex Color

Resets all vertex color to white.

Last operator Reset Vertex Color

Mode

What vertex colors to affect.



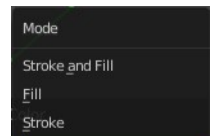
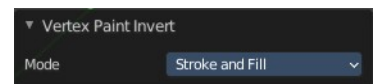
Invert

Inverts the stroke colors.

Last operator Vertex Paint Invert

Mode

What vertex colors to affect.



Levels

Adjust the levels of the vertex colors.

Last operator Vertex Paint Levels

Mode

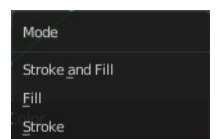
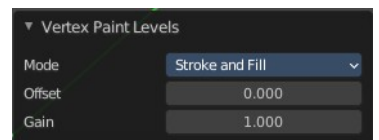
What vertex colors to affect.

Offset

Value to add to the colors.

Gain

Value to multiply colors by.



Hue Saturation Value

Adjust the HSV colors of the vertex colors.

Last operator Vertex Paint Hue Saturation Value

Mode

What vertex colors to affect.

Hue

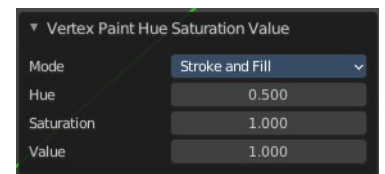
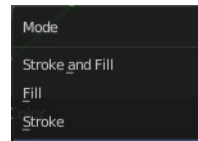
The hue value

Saturation

The saturation value.

Value

The value value.



Bright Contrast

Adjust the brightness and contrast of the vertex colors.

Last operator Vertex Paint Bright/Contrast

Mode

What vertex colors to affect.

Brightness

The brightness value

Contrast

The contrast value.

