

7.3.12 Editors - 3D View - Sidebar - Tool Tab - Grease Pencil - Draw Mode

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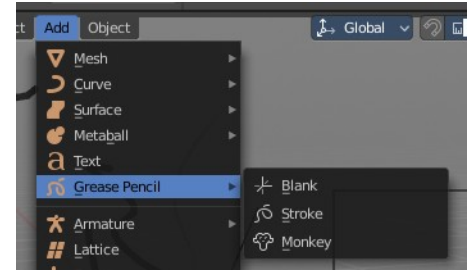
Draw Mode

Just the grease Pencil object has a Draw mode.

The Grease Pencil Object allows you to draw in 2D in the workspace.

It starts as an object type. By switching into paint mode it becomes a paint feature. And editing turns it into a curve or a mesh object then.

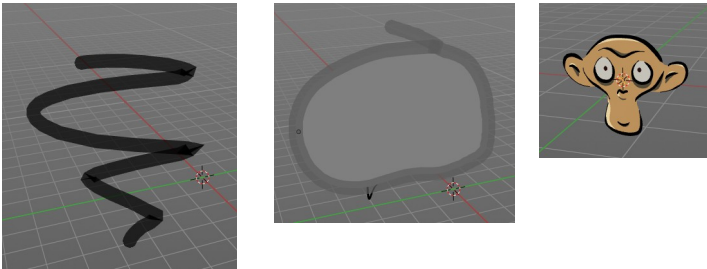
In the Tools tab you will find all the options and settings for drawing and manipulating the grease pencil object, means your drawing.



The type **Blank** allows you to draw strokes.

The type **Stroke** allows you to draw filled forms.

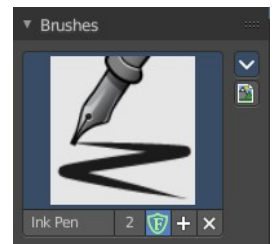
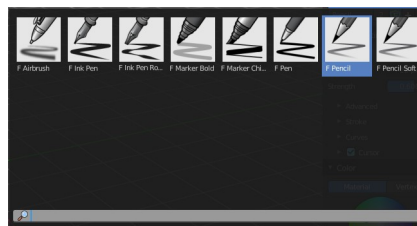
The type **Monkey** is just an example object.



Brushes Panel

Brush Browser

Here you can choose between the different draw, fill and erase brushes. It's the same than in the tool shelf.



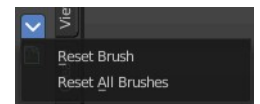
Brush Specials

Reset

Reverts the brush to the factory settings.

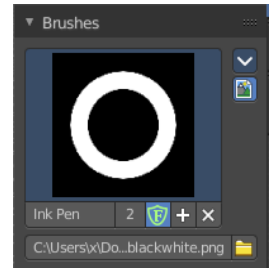
Reset all Brushes

Reverts all brushes to the factory settings.



Custom Icon

The button at the right allows you to load a custom icon for your brush. It reveals a file browser below the image browser.



Brush Name Edit Box

The edit box below the Image shows you the name of the current active brush.

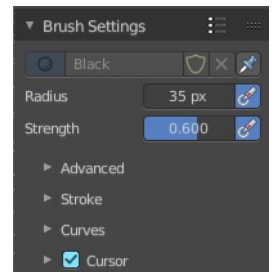
The number right of it, **in this case 2**, indicates how much number of users (internally) this brush uses. This means that this data block (the brush) shares currently settings with at least one other object. Most probably the parent brush where we have created it from. Click at the value to make this brush a single user. The button will vanish then.

Fake User set the brush to have a fake user. Zero user data-blocks are normally not saved. But sometimes you want to force the data to be kept even when the data block has no user.

The + button allows you to add a new pencil with the current settings. Note that the brushes are NOT saved when you close Bforartists. You can save them into the current blend file. Or you can save the startup file. But be careful here. This saves everything else of the current state of Bforartists too.

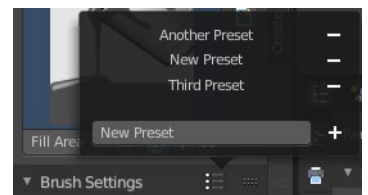
The X button deletes the brush as the active one. It does NOT delete it from the brushes list.

Brush settings Panel



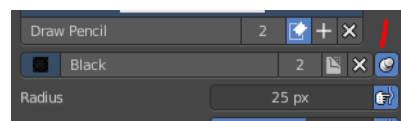
Header - Add Brush Preset

In the header is a brush preset menu where you can store and load custom brush presets. The dialog should be self explaining. In the edit box you type in the name of your new preset. And with clicking at the + button the new preset gets stored. Existing presets can be removed by clicking at the - button at the right side of the preset.

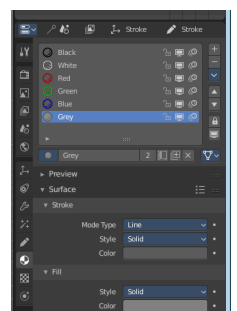


Material Browser

This browser is just active when the Keep material assigned to Brush Pin is activated.



The colors for the grease pencil are materials each. For the grease pencil type Blank you will just have one color available. For this type you have to create new materials in the material tab first when you need more colors. But the other two



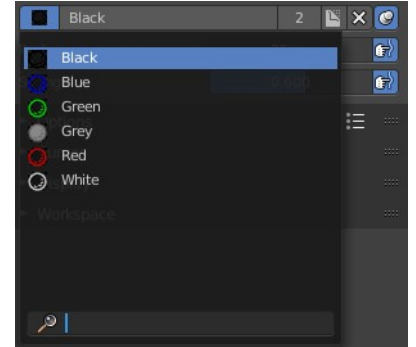
types, strokes and monkey, comes with a few base materials already. Which can be found in the Materials tab.

The tool settings above the header shows this panel too. And here you can quickly change the color of a material. It is explained in the chapter Materials Tab.



Dropdown box

Here you can choose another material to draw with.



Edit Box

Here you can read and modify the material name.

For set the material to have a fake user. Zero user data-blocks are normally not saved. But sometimes you want to force the data to be kept even when the data block has no user.

The X button deletes the material as the active one. It does NOT delete it from the materials list.

Keep material assigned to Brush Pin pins the brush to this material.

With Draw Tools

Radius

The Radius edit box allows you to adjust the radius of the brush.



Use Pressure

The button behind the edit box enables tablet pressure sensitivity for radius.

Strength

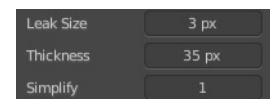
The Strength edit box allows you to adjust the strength of the brush.

Use Pressure

The button behind the edit box enables tablet pressure sensitivity for strength.

With Fill Tool

Note that the Fill tool does not fill an existing stroke like you would expect. It extends



existing strokes with closed areas, or the border.

Leak Size

Size in pixels to consider the leak closed.

Thickness

The thickness of the new created stroke drawn with the fill tool around existing strokes or the border.

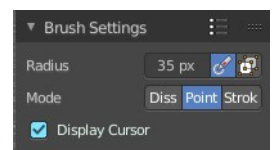
Simplify

Number of simplify steps.

With Eraser Tools

Radius

The radius of the eraser brush.



Use Pressure

The button behind the edit box enables tablet pressure sensitivity for strength.

Occlude Eraser

Erase only visible and not occluded strokes.

Mode

Disssolve

Erase strokes, fading their points strength and thickness.

Point

Erase stroke points.

Stroke

Erase entire strokes.

Display Cursor

Show the eraser cursor.

Brush settings Panel - Advanced Subpanel

With Draw Tool

Input Samples

Generate intermediate Points for very fast mouse movements. A value of 0 means this feature is disabled.

Active Smooth

The amount of smoothing the strokes while drawing.

Angle

Direction of the stroke at which it gives the biggest thickness.

Factor

Reduce the brush thickness by this amount when the stroke is perpendicular to "Angle" direction.

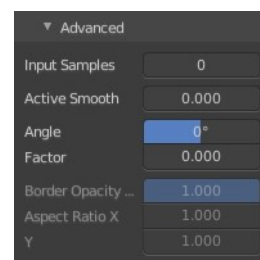
Border Opacity Factor

Amount of transparency (alpha) to apply from the border of the point to the center. Works only when the brush is using stroke materials of Dot or Box style.

Aspect Ratio X / Y

The width and height of the alpha gradient.

It is unfortunately not to find out where this ominous Dot or Box Style material is to find or to create. So please ignore this settings for now. They are greyed out anyways. Maybe this will solve itself at a later development state.



With Fill Tool

Boundary

The mode to draw the boundary lines.

Show Lines

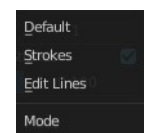
Show help lines for filling to see boundaries.

Resolution

Multiplier for the fill resolution. Higher resolution is slower but more accurate.

Ignore transparent Strokes

Show transparent lines to use as boundary for filling.

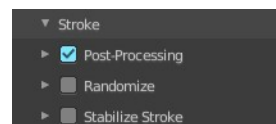


Threshold

Threshold to consider a color as transparent for filling.

Brush settings Panel - Stroke Subpanel

Here you will find some further stroke related settings. It has three sub sections. Post Processing, Randomize and Stabilize Stroke.



Post Processing

Here you find some post processing settings for new strokes.

Smooth

The smooth amount to reduce jittering.

Iterations

Number of iterations to smooth new created strokes.

Smooth Thickness

Amount of thickness smoothing to reduce jittering.

Iterations

Number of iterations to smooth new created strokes.

Subdivision Steps

Number of subdivisions of new created strokes

Randomness

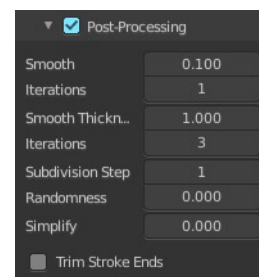
Randomness factor for new created strokes after subdivision.

Simplify

Simplify new created strokes.

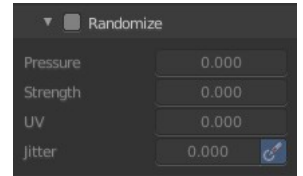
Trim Stroke Ends

Trim intersecting stroke ends.



Randomize

Here you can add some randomization to the stroke.



Pressure

Randomize the pressure.

Strength

Randomize the strength.

UV

Randomize the auto generated UV rotation.

Jitter

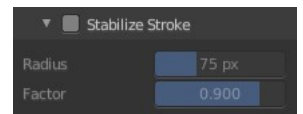
Add Jitter

Use Pressure

The button behind the edit box enables tablet pressure sensitivity.

Stabilize Stroke

Draw lines with a delay to allow smooth strokes.



Radius

The minimum distance from last point before the stroke continues.

Factor

Smooth stroke factor. Higher values gives smoother stroke.

Brush settings Panel - Curves Subpanel

Here you can see and manipulate the curves for drawing Sensitivity, Strength and Jitter.

The navigation elements are the same for all three curve types.

Navigation elements

The navigation elements at the top are described from left to right.

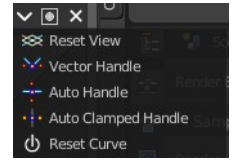


Zoom in and out

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 cuve 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.

Reset Curve

Resets the curve to the initial shape.

Use Clipping

Clipping options. Here you can set up clipping for the stroke.



Delete Points

Deletes selected curve points.

Brush settings Panel - Cursor Subpanel

Show the brush cursor under the mouse.



Show Fill Color while drawing

Show the fill color of the grease pencil while drawing.

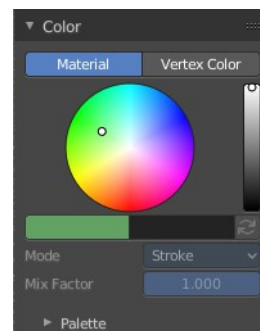
Color Panel

The default grease pencil color is based at materials. And then this panel is greyed out and disfunctional. But you can also choose to work with vertex colors instead. And then all the color panel features becomes activated.

Material / Vertex Color

Here you can choose if you want to work with material based colors or with vertex colors. Turn it to vertex colors to activate the features.

This can also be done in the tool settings in the header.



Color picker

Here you can define the color for your brush.

Active color

The active color is the left one. When you click the button with the two arrows down right then you can swap the color with the secondary color. Then this secondary color becomes the primary color, and is active.

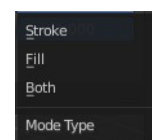
A click at one of the the color fields will open a more detailed color dialog, where you can set up the color by using rgb, hsv and hex colors and with value sliders.

Brush colors flip

Flips the primary color with the secondary color.

Mode

How the vertex color is applied.



Mix Factor

Factor used to mix the vertex color to get final color.

Color Panel - Palette subpanel

Here you will find a predefined color palette, and here you can create a color palette for later reuse.

The color palette cannot be saved externally. It is part of the current blend file. You can however append color palettes from other blend files.

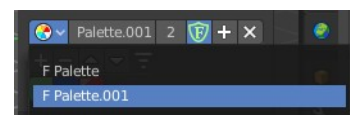
The currently active color is the one with the triangle at it.

The elements are explained from left to right and from top to bottom.



Palette browser

The button at the left opens a dropdown list where you can choose between your palettes.



Edit Box

Here you can read the name of the currently active palette. You can also rename the palette here. A click into the edit box makes the name editable.

Number of users

Here you can see how many users the palette currently has.

Fake User

Fake User sets the element to have a fake user. Zero user data-blocks are normally not saved. But sometimes you want to force the data to be kept even when the data block has no user.

Add palette

Here you can add a new palette.

Remove Palette

Clicking at this button removes the palette. Note that you need to save, close Bforartists and reload the blend file to remove the palette completely.

New Palette color

Adjust a color in the color picker. Then click at the add button to add this color to the palette.

Delete Palette color

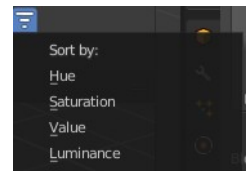
Select the color in the palette, then click at the minus button to remove it.

Move Palette Color up and down

With these two buttons you can move the active color up or down in the palette.

Sort By

Here you can sort the palette by different methods.



Palette Colors

The actual list of the current palette colors. Click at one to make it the active one that gets used for painting.

