

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

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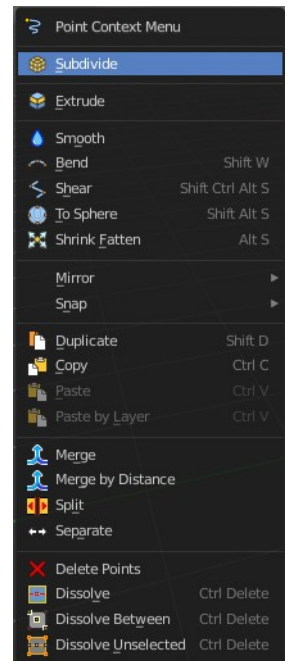
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Edit Mode - Point Context Menu

Call this menu with double right click in the 3D viewport.



Subdivide

Subdivides the selected grease pencil geometry.

Last Operator Subdivide

Number of Cuts

Number of subdivision cuts.

Smooth

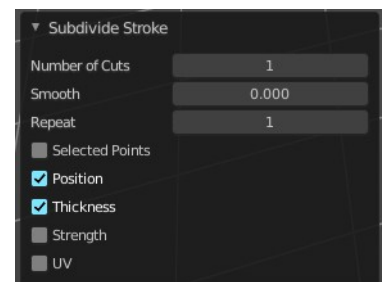
Smoothen the stroke, not just the new added vertices

Repeat

The number of times to repeat the procedure.

Selected Points

Limits the effect to only the selected points within the stroke.



Position

The operator affects the points location.

Thickness

The operator affect the points thickness.

Strength

The operator affect the points strength (alpha).

UV

The operator affect the UV rotation on the points.

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

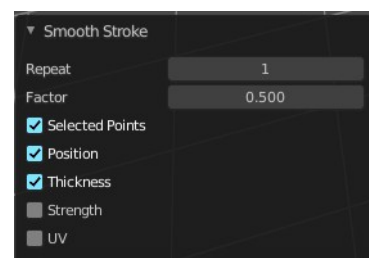
When enabled, the operator affect the points thickness.

Strength

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

UV's

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



Bend

Bends the selection.

Shear

Shear shears the selection.

Last Operator Shear

Offset

Adjust an offset.

Shear Axis

The shear tool works along a imaginary 2d plane. The shear axis controls if the items are sheared along the x or the y axes of this plane. This is the plane along which the transformation happens. You can shear along the x or the y axis of this plane.

To make things even more complicated, the orientation of this imaginary plane is defined by the Axis and AxisOrtho items below.

Axis

Defines one axis of the imaginary shear axis plane.

Axis Ortho

Defines the other axis of the imaginary shear axis plane.

Orientation

Choose the orientation for the shear action.

Proportional editing

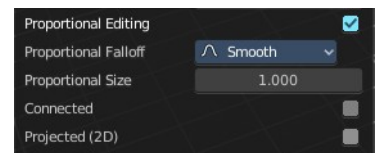
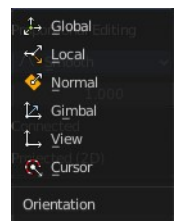
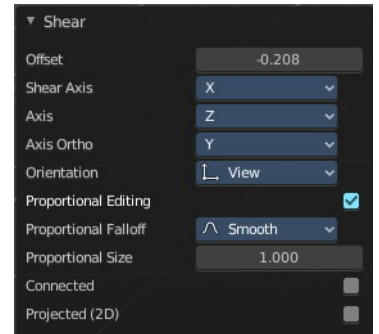
Enables proportional editing. Activating proportional editing reveals further settings.

Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.



Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

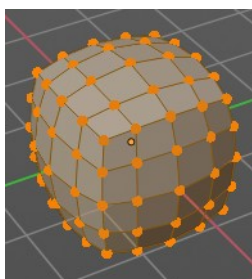
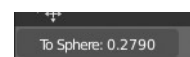
The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

To Sphere

Shapes a selection of objects into the shape of a sphere. The calculation happens with the object origins.

Usage

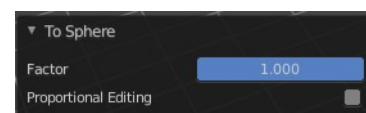
Select the vertices, activate the tool, then drag the mouse in the 3D viewport. In the header you will read the current factor then. Which tells you how close you are towards the sphere shape.



Last Operator To Sphere Panel

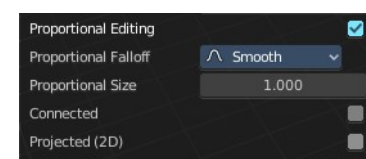
Factor

The factor to transform the selection into a sphere form.



Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius,

then it gets calculated.

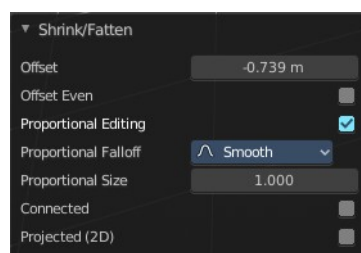
Shrink/Fatten

Shrink/Fatten scales the selected geometry along its normals. Transform orientation and Pivot point gets ignored.

A positive value pushes the vertices outwards. A negative value pushes the vertices inwards.

Last Operator Shrink/Fatten

The Last Operator Shrink/Fatten panel gives you tools to adjust the Shrink/Fatten operation. Here you have numeric input for the strength and a few more options.



Offset

Offset is the strength of the offset for Shrink/Fatten.

Offset Even

Offset Even scales the selection to give more thickness in even areas.

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.

Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Mirror submenu

Mirror mirrors the selected geometry along the defined axis.

Interactive Mirror

Mirror by hotkeys. You activate the tool, type in x for x global for example, or x x for x local. And the selection gets mirrored.

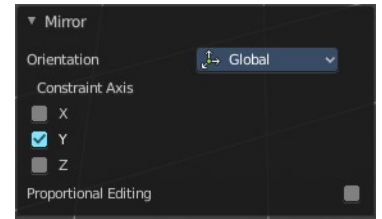


X Global, Y Global etc.

Mirrors the selection around the chosen axis.

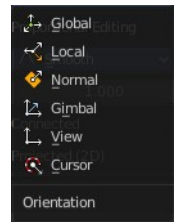
Last Operator Mirror

The Last Operator Mirror panel gives you tools to adjust the mirror action.



Orientation

Orientation is a drop-down box. Choose the type of orientation for the mirroring action.

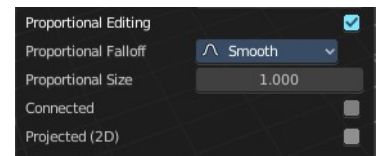


Constraint Axis

Constraint Axis gives you again the possibility to define the mirror axis. You can choose more than one axis here.

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

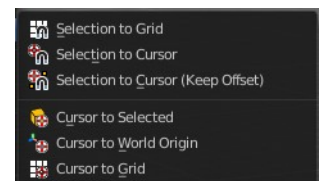
The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

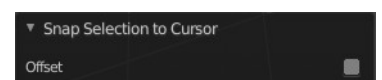
Snap submenu

Choose several methods to snap one element to another. The menu items should be self explaining.



Last Operator Snap

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



Offset

If the selection should snap as a whole, or if each individual element of the selection should snap.

Duplicate

Duplicates the current selection.

When you duplicate a selection, then it sticks to the mouse until you left click. And moves around. A right click repositions the duplicated geometry at its original location.

Last Operator Duplicate

Mode

Not to find out. No tool tip, no entry in the Blender manual. Good Job Blender Developers.

Move X, Y, Z

Adjust the position.

Orientation

Orientation is a drop-down box. Choose the type of orientation for the mirroring action.

Constraint Axis

Constraint Axis gives you again the possibility to define the mirror axis. You can choose more than one axis here.

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.

Proportional Falloff

Adjust the falloff methods.

Proportional Size

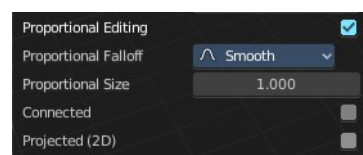
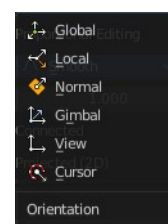
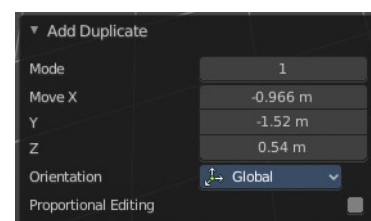
See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.



Copy

Copies the selection.

Paste

Pastes a copied selection to active layer. You can have more than one layer.

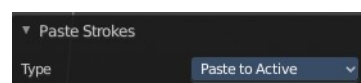
Paste by Layer

Pastes a copied selection to same, original layer. You can have more than one layer.

Last operator Paste Strokes

Type

Choose between the paste methods again.



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

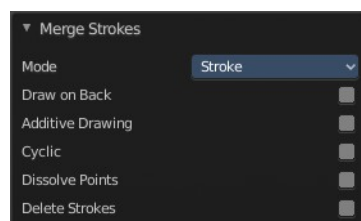
Close the new stroke

Dissolve Points

Dissolve the old selected points.

Delete Strokes

Deletes the old selected strokes.



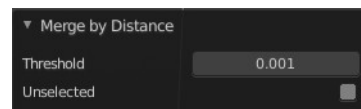
Merge by Distance

Merges vertices that are close to each other.

Last Operator *Clean Loose Points*

Threshold

The distance.



Unselected

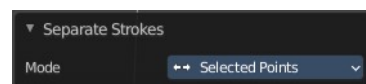
Merge also unselected geometry.

Split

Splits the selection.

Separate

Separates the selection into a new grease pencil object.



Last Operator *Separate Strokes*

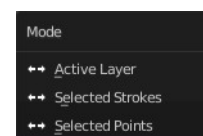
Mode

Active Layer

Separate all the strokes at the current active layer.

Selected Strokes

Separate the whole stroke of the current selection.



Selected Points

Separate the selected points with its edges.

Delete Points

Delete selected stroke points.

Last Operator *Delete*

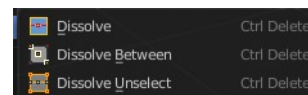
Type

Choose what you want to delete.



Dissolve

Dissolve is a union operation. Two edges becomes one edge by removing the vertice in between.



Dissolve

Dissolves the selection.

Dissolve Between

Dissolves the vertices between the selected vertices.

Dissolve Unselect

Dissolves the vertices that are not selected.

Last Operator Dissolve

Type

Choose how you want to dissolve.

