

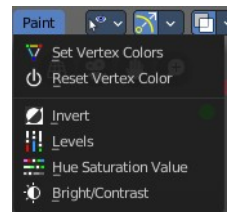


## 7.1.36 Editors - 3D Viewport - Header - Grease Pencil - Draw mode - Draw menu

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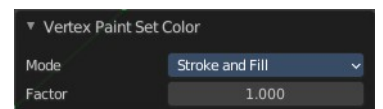
## Paint Menu



### Set Vertex Colors

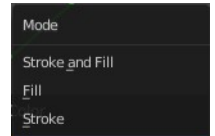
Sets the color of all selected vertices to the current active vertex color.

### Last operator Vertex Paint Set Color



## **Mode**

What vertex colors to affect.



## **Factor**

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

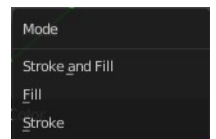
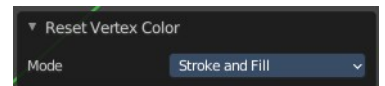
## **Reset Vertex Color**

Resets all vertex color to white.

## **Last operator Reset Vertex Color**

### **Mode**

What vertex colors to affect.



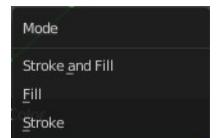
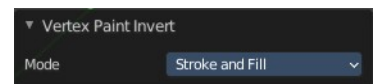
## **Invert**

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**

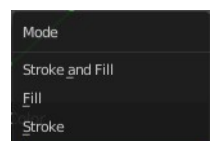
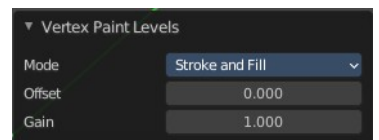
What vertex colors to affect.

### **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**

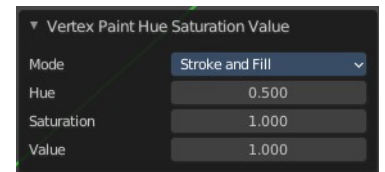
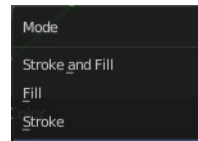
The hue value

### **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.

