



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

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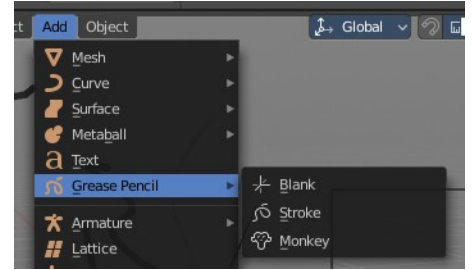
Draw Mode

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.

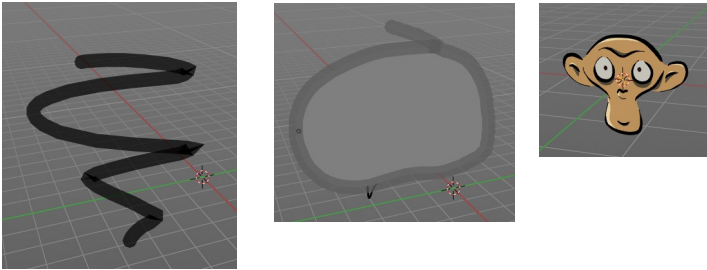
In the Tools tab you will find all the options and settings for drawing and manipulating the grease pencil object, means your drawing.



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

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

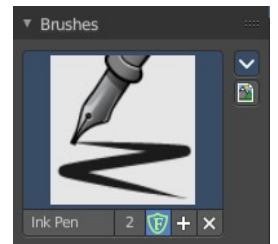
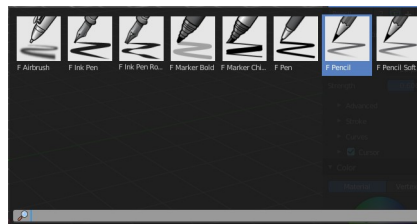
The type **Monkey** is just an example object.



Brushes Panel

Brush Browser

Choose between the different draw, fill and erase brushes. It's the same than in the tool shelf.



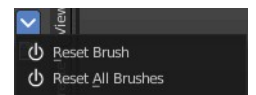
Brush Specials

Reset

Reverts the brush to the factory settings.

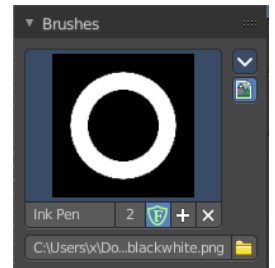
Reset all Brushes

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.

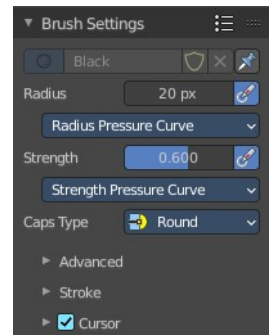
The number right of it, **in this case 2**, indicates how much number of users (internally) this brush uses. This means that this data block (the brush) shares currently settings with at least one other object. Most probably the parent brush where we have created it from. Click at the value to make this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

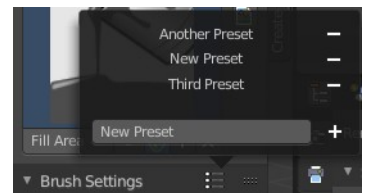
The X button deletes the brush as the active one. It does NOT delete it from the brushes list.

Brush settings Panel



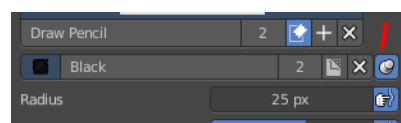
Header - Add Brush Preset

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.

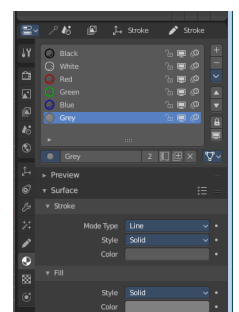


Material Browser

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



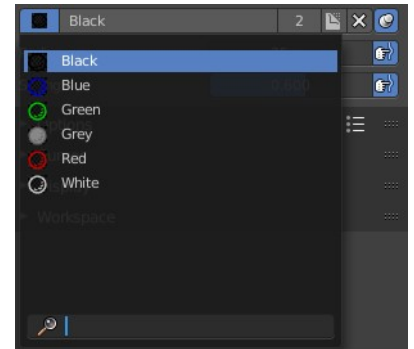
two types, strokes and monkey, comes with a few base materials already. Which can be found in the Materials tab.

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.



Drop down box

Choose another material to draw with.



Edit Box

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.

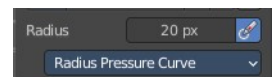
The X button deletes the material as the active one. It does NOT delete it from the materials list.

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.

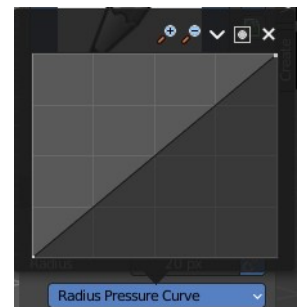


Use Pressure

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

Radius Pressure Curve

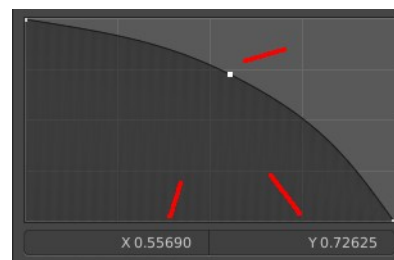
The pressure curve allows you to adjust the falloff curve for the tablet pressure. It shows when Use Pressure is activated. The curve panel shows when clicking at the button.



Selecting Points

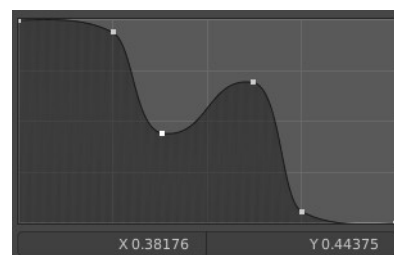
You can select curve points. This reveals two edit boxes for the x and y coordinate of this point.

Selected points can be moved around. Left click at them, hold the mouse button down and move them to a new location.



Adding Points

You can add new curve points by simply left clicking at the curve. Move the mouse to position them where you need it.



Navigation elements

Zoom in

Zooms in.

Zoom out

Zooms out.



Tools

Tools is a menu where you can find some curve 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.

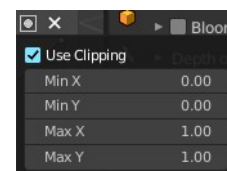


Clipping options

Set up clipping for the stroke.

Delete Points

Deletes the selected curve point.



Strength

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

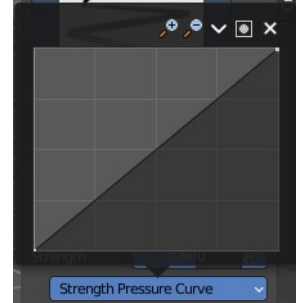


Use Pressure

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

Strength Pressure Curve

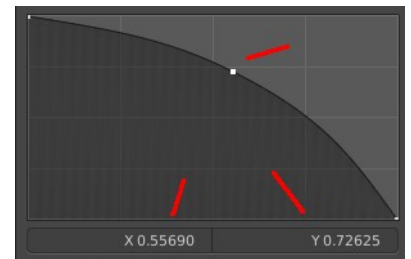
The pressure curve allows you to adjust the falloff curve for the tablet pressure. It shows when Use Pressure is activated. The curve panel shows when clicking at the button.



Selecting Points

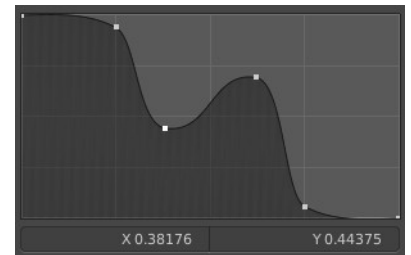
You can select curve points. This reveals two edit boxes for the x and y coordinate of this point.

Selected points can be moved around. Left click at them, hold the mouse button down and move them to a new location.



Adding Points

You can add new curve points by simply left clicking at the curve. Move the mouse to position them where you need it.



Navigation elements

Zoom in

Zooms in.

Zoom out

Zooms out.



Tools

Tools is a menu where you can find some curve related tools.

Reset View

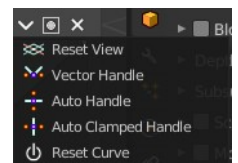
Resets the curve windows zoom.

Vector Handle

Set handle type to Vector.

Auto Handle

Set handle type to Auto.



Auto Clamped Handle

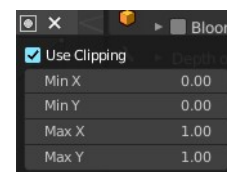
Set handle type to Auto Clamped.

Reset Curve

Resets the curve to the initial shape.

Clipping options

Set up clipping for the stroke.

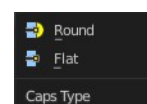


Delete Points

Deletes the selected curve point.

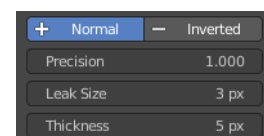
Caps Type

What caps type to use at the end of the grease pencil stroke. Flat or round



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.



Direction

The fill direction. Fill internal or inverted.

Precision

Factor for fill boundary accuracy. Higher values are more accurate but slower.

Leak Size

Size in pixels to consider the leak closed.

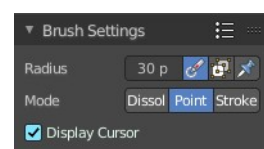
Thickness

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

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.

Default Eraser

Use this brush when you enable the eraser with fast switch key.

Note! Whatever this means. There is no fast switch key. This functionality is not documented in the Blender manual, and it is not to find out what is meant.

Mode

Dissolve

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 Sub panel

With Draw Tool

Mode

What draw mode to use.

Active

Use the current active draw mode.

Material

Draw with material colors.

Vertex Color

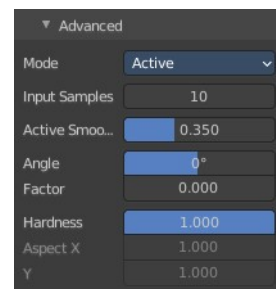
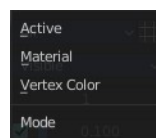
Draw with Vertex colors.

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

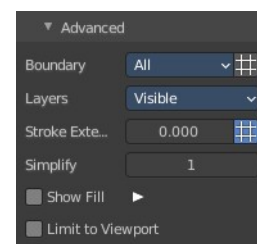
Amount of transparency (alpha) to apply from the border of the point to the center. Works only when the brush is using stroke materials of Dot or Box style.

Aspect Ratio X / Y

The width and height of the alpha gradient.

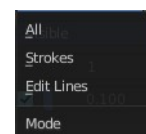
It is unfortunately not to find out where this ominous Dot or Box Style material is to find or to create. So please ignore this settings for now. They are greyed out anyways. Maybe this will solve itself at a later development state.

With Fill Tool



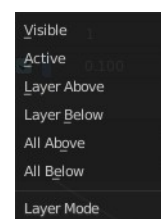
Boundary

The mode to draw the boundary lines.



Layers

What layers to use as boundaries.



Stroke Extension

Stroke End Extension for closing gaps. Zero disables the stroke extension.

Show Extend Lines

Show help lines for filling to see boundaries.

Simplify

Number of simplify steps. Large values reduces Fill accuracy.

Show Fill

Show transparent lines to use as boundary for filling.



Threshold

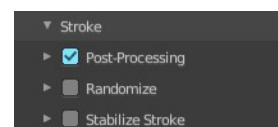
The threshold to consider the color to be transparent for filling.

Limit to Viewport

Threshold to consider a color as transparent for filling.

Brush settings Panel - Stroke Sub panel

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

Add some randomization to the stroke.

Pressure

Randomize the pressure.

Strength

Randomize the strength.

UV

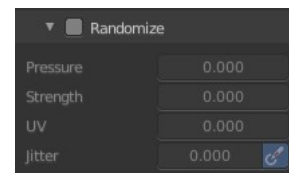
Randomize the auto generated UV rotation.

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.



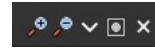
Brush settings Panel - Curves Sub panel

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.

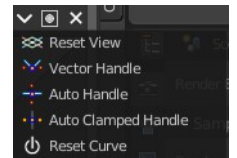


Zoom in and out

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 curve 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

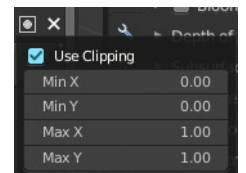
Set handle type to Auto Clamped.

Reset Curve

Resets the curve to the initial shape.

Use Clipping

Clipping options. Set up clipping for the stroke.



Delete Points

Deletes selected curve points.

Brush settings Panel - Cursor Sub panel

Show the brush cursor under the mouse.

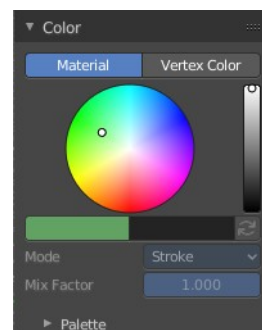


Show Fill Color while drawing

Show the fill color of the grease pencil while drawing.

Color Panel

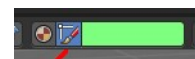
The default grease pencil color is based at materials. And then this panel is greyed out and dysfunctional. But you can also choose to work with vertex colors instead. And then all the color panel features becomes activated.



Material / Vertex Color

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

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.

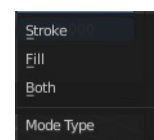
A click at one of the color fields will open a more detailed color dialog, to Set up the color by using rgb, hsv and hex colors and with value sliders.

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.

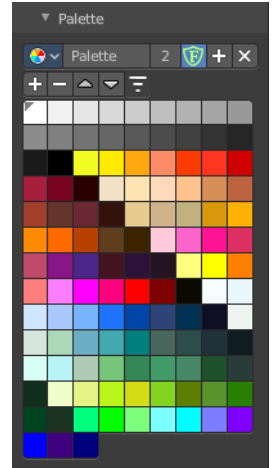
Color Panel - Palette sub panel

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.

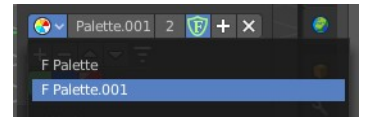
The currently active color is the one with the triangle at it.

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



Palette browser

The button at the left opens a drop down list to choose between your palettes.



Edit Box

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

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

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

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.

