



## 26.9.6 Editors - Properties Editor - Modifiers Properties Tab - Modify modifiers

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### Detailed table of content

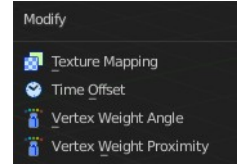
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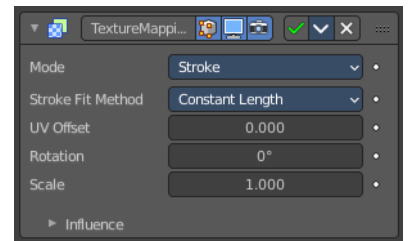
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## Grease Pencil - Modify modifiers



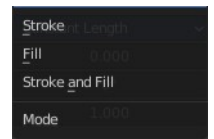
### Texture Mapping

The Texture Mapping Modifier changes the strokes texture UV position.

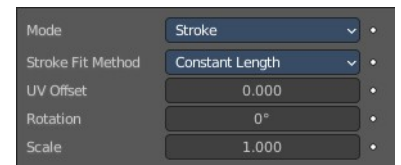


### Mode

The texture transformation will be applied to the stroke/fill or stroke UVs.



### Stroke



### Stroke Fit Method

The texture fitting method.

### Constant Length

The texture keep a consistent length along the strokes.



### Stroke Length

The texture is normalized to fit the stroke length.

### UV Offset

Moves the texture along the strokes.

### Rotation

Rotates the points of the strokes. Note that the Rotation option is limited to a range of -90 to 90 degrees.

## Scale

Factor for the texture scale.

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## Fill

### Fill Rotation

Sets the texture angle.

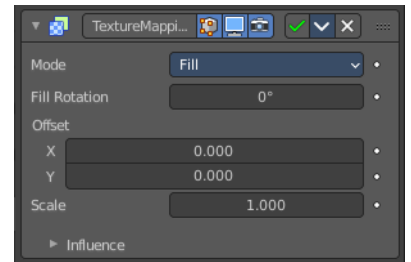
### Offset X / Y

Moves the texture origin in x and/or y direction

## Scale

Factor for the texture scale.

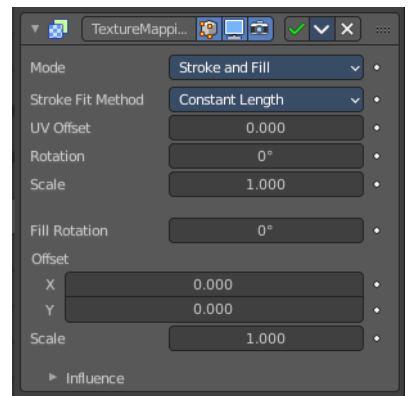
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## Stroke and Fill

See both single chapters above.

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## Influence Subpanel

## Influence

### Layer

Restricts the effect only to one layer or to any layers that share the same pass index. Click to pick the layer that you want to use.

### Invert

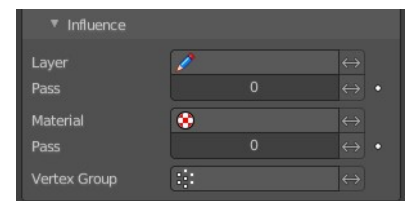
Inverts the influence.

### Pass

The layer pass index.

### Invert

Inverts the influence.



## **Material**

Restricts the effect only to one layer or to any layers that share the same material index. Click to pick the layer that you want to use.

## **Invert**

Inverts the influence.

## **Pass**

The layer pass index.

## **Invert**

Inverts the influence.

## **Vertex Group**

Restricts the effect only to one vertex group. Click to choose the vertex group.

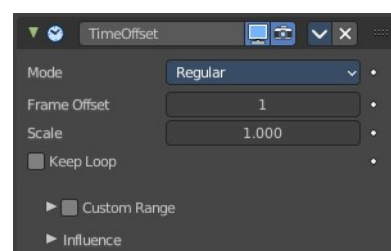
## **Invert**

Inverts the influence.

---

## **Time Offset Modifier**

Grease Pencil object only. The Time Offset Modifier offsets the position of Grease Pencil keyframes.



## **Mode**

### **Regular**

Offsets keyframes in default animation playback direction (left to right).

### **Reverse**

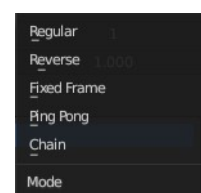
Offsets keyframes in inverse animation playback direction (right to left).

### **Fixed Frame**

Keep the selected frame fixed and do not change over time.

### **Ping Pong**

Plays forwards then backwards in a loop.



## **Chain**

List of chained animation elements.

## **Frame Offset**

Number of frames to offset the original keyframes.

## **Scale**

Evaluation time (in seconds).

## **Keep Loop**

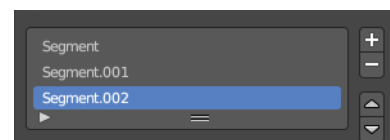
Moves end frame to the animation start to keep animation in a loop.

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The following just shows with Mode Chain:

## **Segment List**

Here you can define animation segments that you want to chain.



## **Add /Remove Segment**

Add or remove a segment.

## **Move Up / Down**

Move a segment up or down in the list.

## **Mode**

The mode of the segment.



## **Regular**

Offsets keyframes in default animation playback direction (left to right).

## **Reverse**

Offsets keyframes in inverse animation playback direction (right to left).

## **Ping Pong**

Plays forwards then backwards in a loop.

## **Frame Start**

The start frame of the segment.



## **End**

The end frame of the segment.

## **Repeat**

How often to repeat the segment.

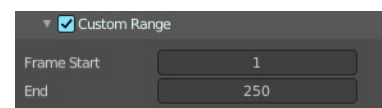
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## **Custom Range subpanel**

Use a custom range of frames.

### **Frame Start / End**

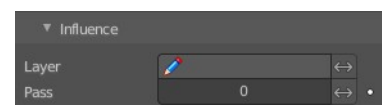
Sets the range start and end frames.



## **Influence subpanel**

### **Layer**

Restricts the effect only to one layer or to any layers that share the same pass index. Click to pick the layer that you want to use.



### **Invert**

Inverts the influence.

### **Pass**

The layer pass index.

### **Invert**

Inverts the influence.

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## **Vertex Weight Angle**

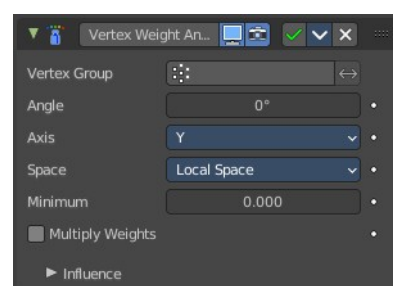
This modifier sets the weights of a vertex group based of the angle of the geometry.

Warning! This modifier does implicit clamping of weight values in the standard (0.0 to 1.0) range. All values below 0.0 will be set to 0.0, and all values above 1.0 will be set to 1.0.

Note! You can view the modified weights in Weight Paint Mode. This also implies that you will have to disable the Vertex Weight Proximity modifier if you want to see the original weights of the vertex group you are editing.

### **Vertex Group**

Which vertex group to use.

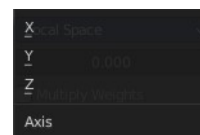


## Angle

Distance angle to 0.0 weight. Tip! Lowest can be set above Highest to reverse the mapping.

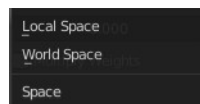
## Axis

Which axis to use.



## Space

In which space to calculate. Local or Global.



## Minimum

Minimum value for vertex weight.

## Multiply Weights

Multiply the calculated weights with the existing values of the vertex group.

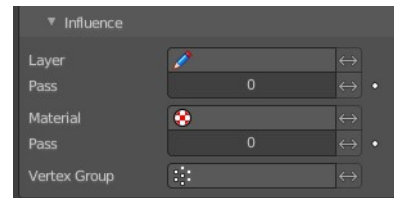
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## Influence Subpanel

### Influence

#### *Layer*

Restricts the effect only to one layer or to any layers that share the same pass index. Click to pick the layer that you want to use.



#### **Invert**

Inverts the influence.

#### **Pass**

The layer pass index.

#### **Invert**

Inverts the influence.

#### **Material**

Restricts the effect only to one layer or to any layers that share the same material index. Click to pick the layer that you want to use.

#### **Invert**

Inverts the influence.



## **Pass**

The layer pass index.

## **Invert**

Inverts the influence.

## **Vertex Group**

Restricts the effect only to one vertex group. Click to choose the vertex group.

## **Invert**

Inverts the influence.

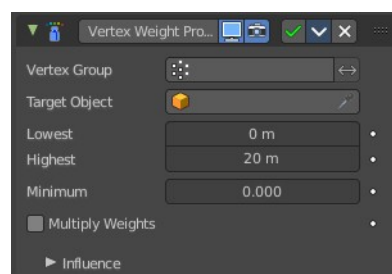
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## **Vertex Weight Proximity**

This modifier sets the weights of the given vertex group, based on the distance between the object (or its vertices), and another target object (or its geometry).

**Warning1** This modifier does implicit clamping of weight values in the standard (0.0 to 1.0) range. All values below 0.0 will be set to 0.0, and all values above 1.0 will be set to 1.0.

**Note!** You can view the modified weights in Weight Paint Mode. This also implies that you will have to disable the Vertex Weight Proximity modifier if you want to see the original weights of the vertex group you are editing.



## **Vertex Group**

The vertex group to affect.

## **Target Object**

The object from which to compute distances.

## **Lowest**

Distance mapping to 0.0 weight. Tip! Lowest can be set above Highest to reverse the mapping.

## **Highest**

Distance mapping to 1.0 weight.

## **Minimum**

Minimum value for vertex weight.

## Multiply Weights

Multiply the calculated weights with the existing values of the vertex group.

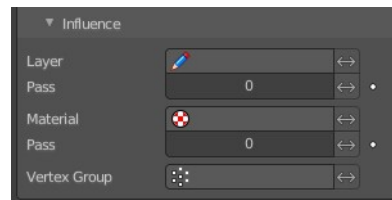
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## Influence Subpanel

### Influence

#### **Layer**

Restricts the effect only to one layer or to any layers that share the same pass index. Click to pick the layer that you want to use.



#### **Invert**

Inverts the influence.

#### **Pass**

The layer pass index.

#### **Invert**

Inverts the influence.

#### **Material**

Restricts the effect only to one layer or to any layers that share the same material index. Click to pick the layer that you want to use.

#### **Invert**

Inverts the influence.

#### **Pass**

The layer pass index.

#### **Invert**

Inverts the influence.

#### **Vertex Group**

Restricts the effect only to one vertex group. Click to choose the vertex group.

#### **Invert**

Inverts the influence.