



26.9.7 Editors - Properties Editor - Modifiers Properties Tab - Modify modifiers

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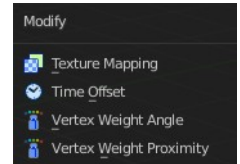
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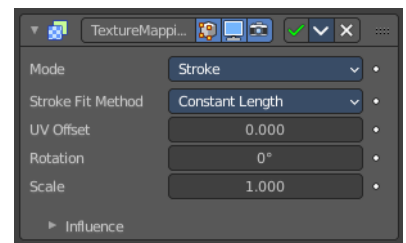
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Grease Pencil - Modify modifiers



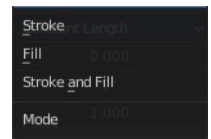
Texture Mapping

The Texture Mapping Modifier changes the strokes texture UV position.

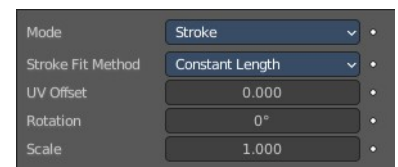


Mode

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.

Fill

Fill Rotation

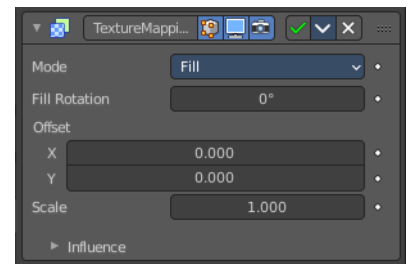
Sets the texture angle.

Offset X / Y

Moves the texture origin in x and/or y direction

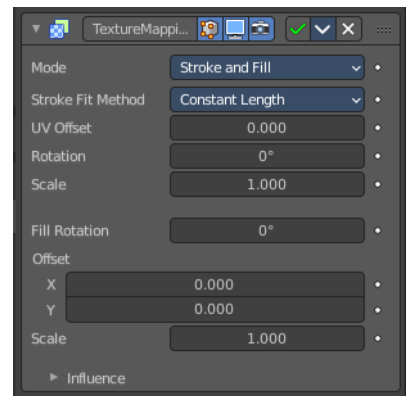
Scale

Factor for the texture scale.



Stroke and Fill

See both single chapters above.



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

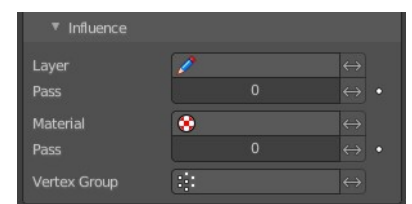
Inverts the influence.

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

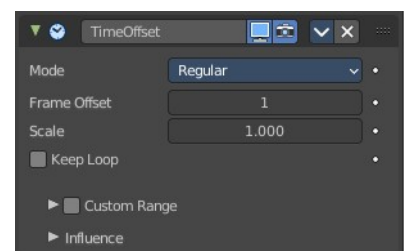
Restricts the effect only to one vertex group. Click to choose the vertex group.

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

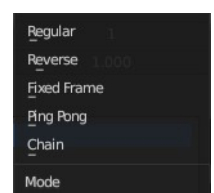
Offsets keyframes in inverse animation playback direction (right to left).

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).

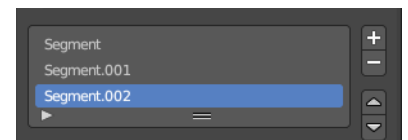
Keep Loop

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

The following just shows with Mode Chain:

Segment List

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



Add /Remove Segment

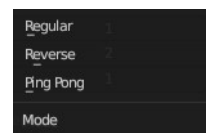
Add or remove a segment.

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

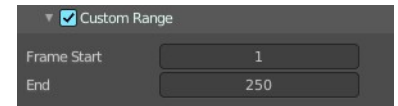
How often to repeat the segment.

Custom Range subpanel

Use a custom range of frames.

Frame Start / End

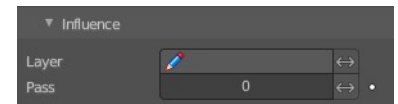
Sets the range start and end frames.



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.

Vertex Weight Angle

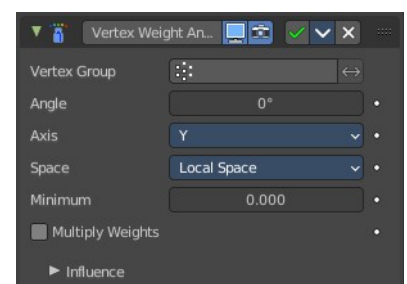
This modifier sets the weights of a vertex group based of the angle of the geometry.

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.

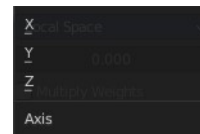


Angle

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

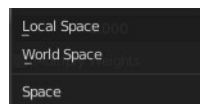
Axis

Which axis to use.



Space

In which space to calculate. Local or Global.



Minimum

Minimum value for vertex weight.

Multiply Weights

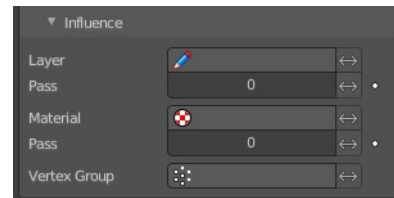
Multiply the calculated weights with the existing values of the vertex group.

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

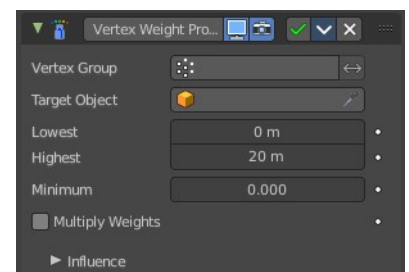
Inverts the influence.

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

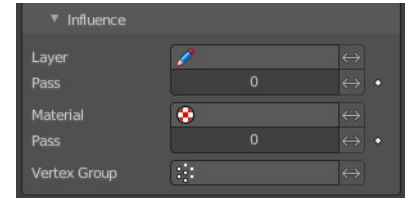
Multiply the calculated weights with the existing values of the vertex group.

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.