

7.0.15 Editors - 3D Viewport - Grease Pencil object - Vertex Paint Mode - Brushes context menu

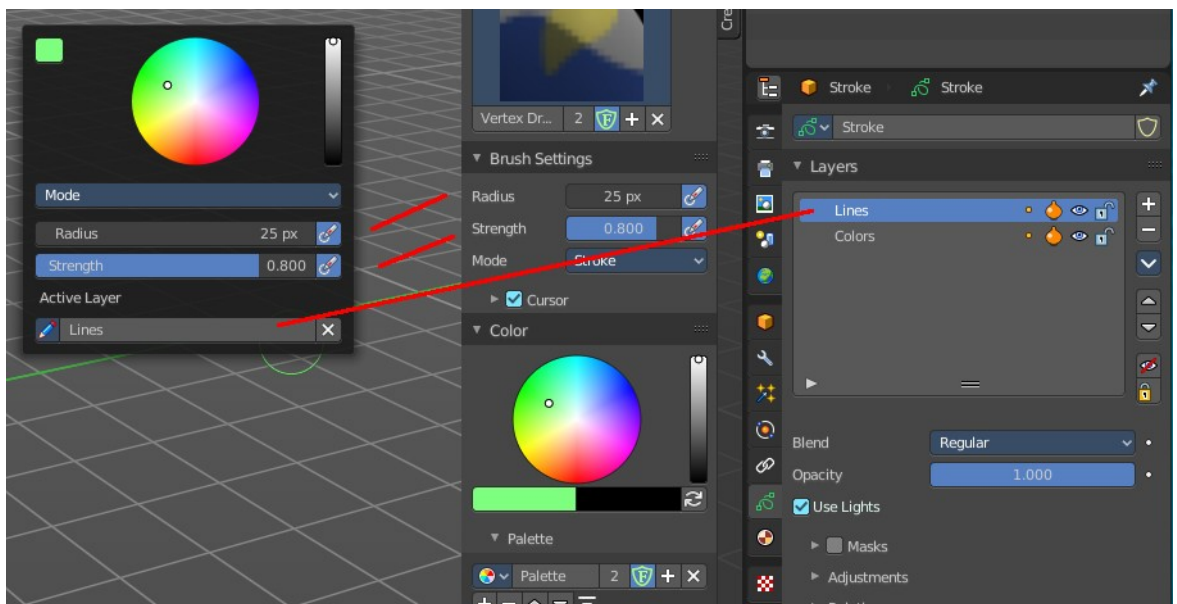
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Vertex Paint Mode - Brushes Context Menu

Call this menu with double right click in the 3D viewport. You need to be in Vertex Paint mode with a grease pencil object.

In Vertex Paint mode you will call a context menu with the sliders from the Brush settings.



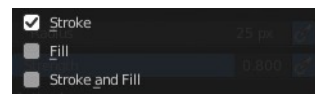
Color dialog

Define the color for your brush.

Up left is the active color. Change the color in the color dialog.

Mode

The stroke mode. What the vertex color affects. Stroke, Fill, or both.



Radius

The radius of the sculpt brush.

Strength

The strength of the sculpt brush.

Active Layer

The active grease pencil layer. You can choose another layer, and add new layers here too. It is the same content than in the Properties editor.

Layer drop down box

The list of available layers.

New Layer

Add a new grease pencil layer.

Layer Edit Box

The currently active grease pencil layer. Rename it by clicking into the field.

Remove Layer

Remove the grease pencil layer.

Show/Hide Dropdown

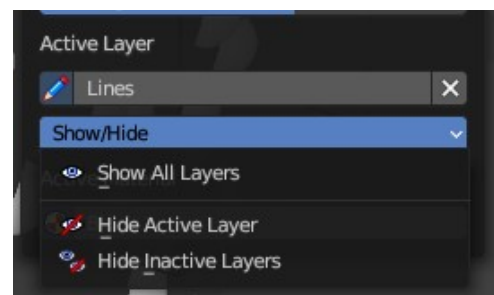
Sub-menu with shows or hide all layers, active layers or inactive layers operators.

Show All Layers

Makes all layers in the grease pencil object visible again.

Hide Active Layer

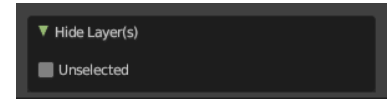
Hides the active grease pencil layer.



Last Operator Hide Layer(s)

Unselected

Hides the not selected geometry.



Hide Inactive Layers

Hides the not selected grease pencil layer. The selected layer stays visible.