

7.1.27 Editors - 3D Viewport - Header - Grease Pencil - Edit mode - Grease Pencil menu

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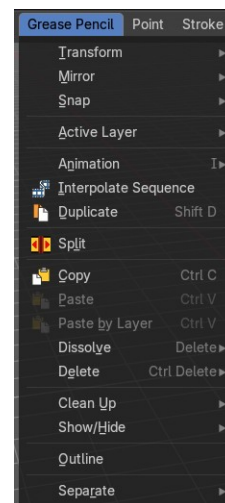
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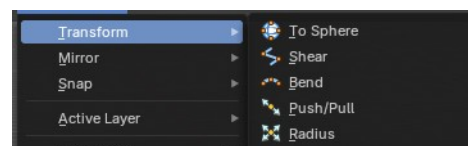
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Edit Mode - Grease Pencil Menu



Transform submenu



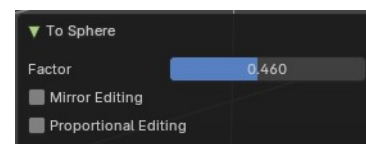
To Sphere

Transforms the selected geometry into a sphere shape.

Last Operator To Sphere

Factor

The transform factor.



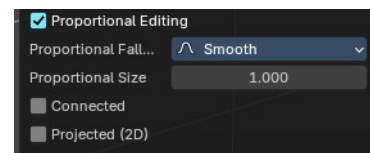
Mirror Editing

Edit mirror geometry too.

Proportional Editing

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Shear

Shear shears the selection.

In Object mode this tool requires to have more than one object selected.

The shear tool works along a imaginary 2d plane. The shear axis controls if the items are sheared along the x or the y axes of this plane. This is the plane along which the transformation happens. You can shear along the x or the y axis of this plane.

To make things even more complicated, the orientation of this imaginary plane is defined by the Axis and Axis Ortho items below.

Last Operator Shear

Offset

Adjust an offset.

Axis

Defines one axis of the imaginary shear axis plane.

Axis Ortho

Defines the other axis of the imaginary shear axis plane.

Orientation

Choose the orientation for the shear action.

Mirror Editing

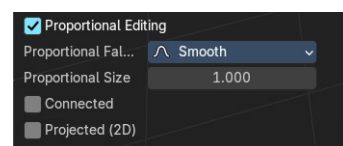
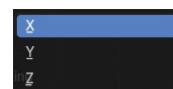
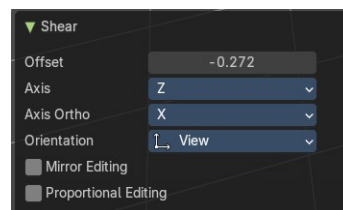
Enable mirror editing.

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.

Proportional Falloff

Adjust the falloff methods.



Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Bend

Bends the selection.

Push/Pull

It pushes or pulls the object positions relative to the center of the selection.

In Object mode this tool requires to have more than one object selected.

Last Operator Push/Pull

Distance

Adjust the distance of influence of the tool.

Mirror Editing

Enable mirror editing.

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.

Proportional Falloff

Adjust the falloff methods.

Proportional Size

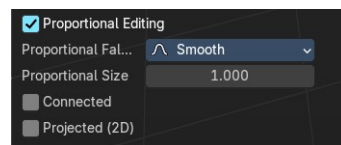
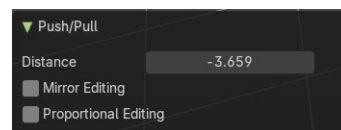
See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius,



then it gets calculated.

Radius

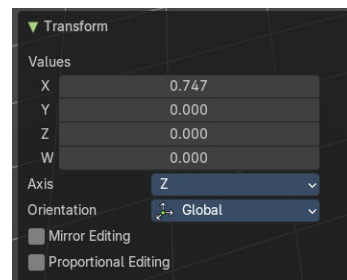
Scales the selected geometry of a curve along its normals. Grease pencil is under the hood a curve. Transform orientation and Pivot point gets ignored.

A positive value pushes the vertices outwards. A negative value pushes the vertices inwards.

Last Operator Transform

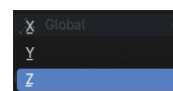
Values

The transform values.



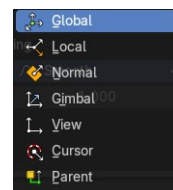
Axis

The transform axis.



Orientation

Choose the orientation.

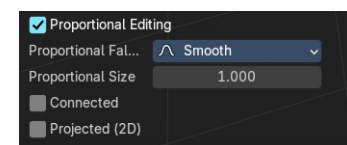


Mirror Editing

Enable Mirror Editing.

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Opacity

Changes the transparency of selected Grease Pencil vertices. Higher values = more opaque; lower values = more transparent. This is useful for shading, layering, or fade effects in drawings.

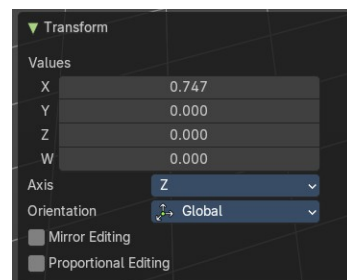
To use, activate then drag left or right to change the stroke opacity.

Note: *This does not affect fill opacity, only stroke.*

Last Operator Transform

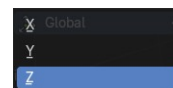
Values

The transform values.



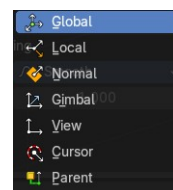
Axis

The transform axis.



Orientation

Choose the orientation.

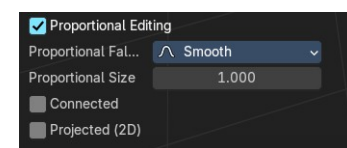


Mirror Editing

Enable Mirror Editing.

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Mirror submenu

Mirror mirrors the selected geometry along the defined axis.

Interactive Mirror

Mirror by hotkeys. You activate the tool, type in x for x global for example, or x x for x local. And the selection gets mirrored

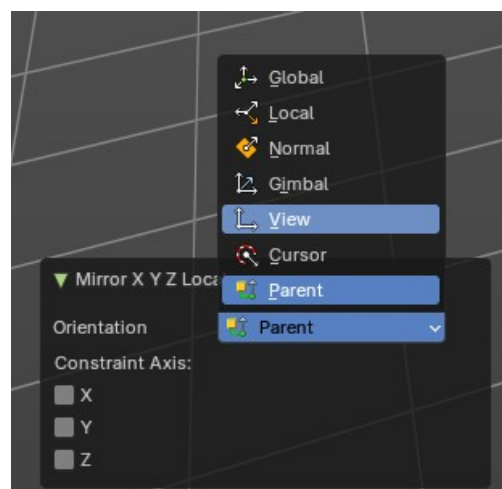


X Global, Y Global etc.

Mirrors the selection around the chosen axis.

Last Operator Mirror

The Last Operator Mirror panel gives you tools to adjust the mirror action.

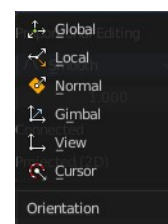


Orientation

Orientation is a drop-down box . Choose the type of orientation for the mirroring action.

Constraint Axis

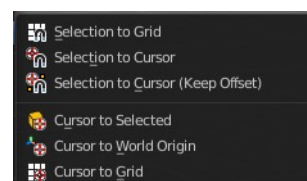
Constraint Axis gives you again the possibility to define the mirror axis. You can choose more than one axis here.



Snap submenu

Snap

Choose several methods to snap one element to another. The menu items should be self explaining.

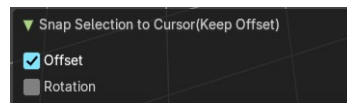


Last operator Snap Selection to Cursor

Some snap operations shows a last operation panel, some not.

Offset

If the selection should snap as a whole, or if each individual element of the selection should snap.

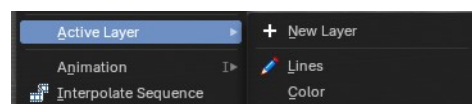


Rotation

If the selection should be rotated to match the cursor.

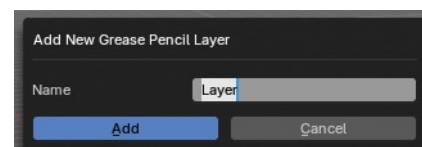
Active Layer

Set the active layer



New Layer

Add a new greasepencil layer. A popup will appear where you can add the name.



Layers

The list of the available layers.

Animation

Insert Blank Key frame (Active Layer)

Inserts a key frame into the active layer.

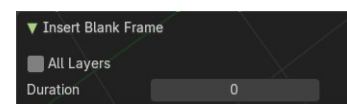


Insert Blank Key frame (All Layers)

Inserts a key frame into all layers.

Last Operator Insert Blank Frame

Some snap operations shows a last operation panel, some not.



All Layers

Insert into active layer or into all layers.

Duplicate Active Key frame (Active Layer)

Duplicates the active key frame in the active layer.

Duplicate Active Key frame (All Layers)

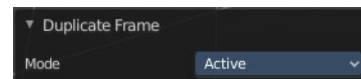
Duplicates the active key frame in all layers.

Last Operator Insert Blank Frame

Some snap operations shows a last operation panel, some not.

Mode

Duplicate the active key frame in the active layer or in all layers.



Delete Active Key frame (Active Layer)

Deletes the active key frame in the active layer.

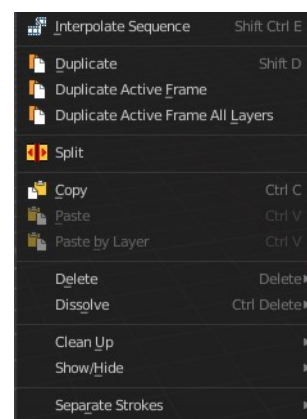
Delete Active Key frame (All Layers)

Deletes the active key frame in all layers

Single Operators

Interpolate Sequence

Interpolate strokes between the previous and next keyframe by adding multiple keyframes. When you are on a frame between two keyframes and click the sequence button, then a breakdown keyframe will be added on every frame between the previous and next keyframe.



Duplicate

Duplicates the current selection. This can be a single control point or a whole curve.

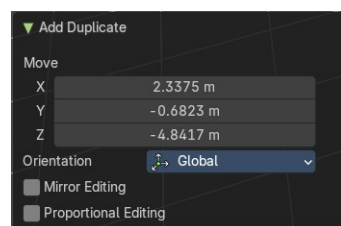
The copy sticks to the mouse until you release it. A Right click while moving will reset the position of the

duplicate. The duplicated part will be part of the same object.

When you drag the duplicate around you will see the position values in the header.

Last Operator Duplicate

Move X , Y , Z

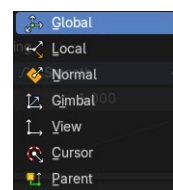


Orientation

Choose the orientation.

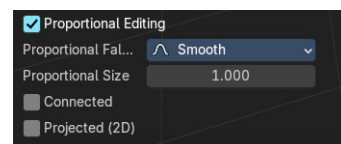
Mirror Editing

Enable Mirror Editing.



Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Split

Split selected points to a new stroke.

Copy

Copies the selection.

Paste

Pastes a copied selection to active layer. You can have more than one layer.

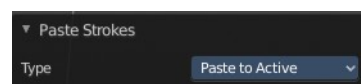
Paste by Layer

Pastes a copied selection to same, original layer. You can have more than one layer.

Last operator Paste Strokes

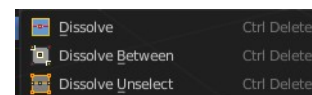
Type

Choose between the paste methods again.



Dissolve

Dissolve is a union operation. Two edges becomes one edge by removing the vertice in between.



Dissolve

Dissolves the selection.

Dissolve Between

Dissolves the vertices between the selected vertices.

Dissolve Unselect

Dissolves the vertices that are not selected.

Last Operator Dissolve

Type

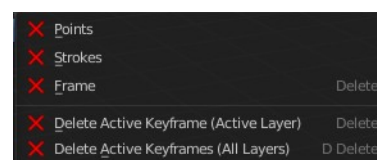
Choose how you want to dissolve.



Delete

Delete

Delete selected stroke points.



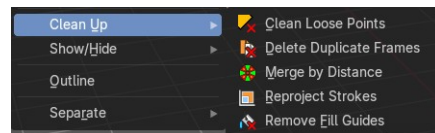
Delete Active Key frame(Active Layer)

Deletes the active key frame in the current active layer.

Delete Active Key frame(All Layers)

Deletes the active key frame in all layers.

Cleanup sub menu



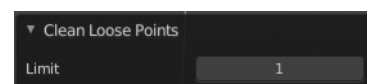
Clean Loose Points

Deletes not connected stroke geometry that is made of loose points.

Last Operator Clean Loose Points

Limit

The number of vertices below which a stroke gets counted as a loose point.



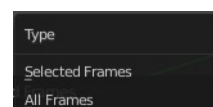
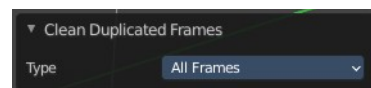
Delete Duplicated Frames

Deletes all duplicated frames.

Last Operator Clean Duplicated Frames

Type

Delete just in the selected frames or in all frames.



Merge by Distance

Merge selected geometry that is in a specific range to each other.

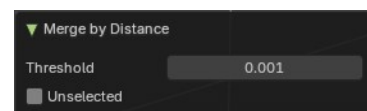
Last Operator Merge by Distance

Threshold

Delete just in the selected frames or in all frames.

Unselected

Also merge geometry by distance that is not selected but part of the stroke.

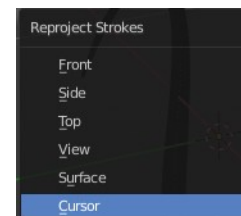


Re project Strokes

Re project the selected strokes onto a new plane from the current viewport. So that all strokes are on one plane.

Re project Strokes menu

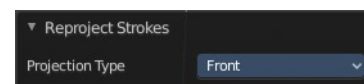
Using this tool opens a popup menu. Choose the projection type method.



Last Operator Re project Strokes

Projection Type

A popup menu. Choose the projection type method.



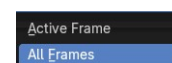
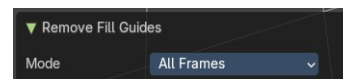
Remove Fill Guides

In Draw mode with the fill tool you are able to draw so called fill guide with holding down the ALT key. They act as the boundary of the fill area. This tool removes these fill guides.

Last Operator Remove Fill Guides

Mode

All frames or just the current frame.



Show / Hide

Show Hidden

Makes all curve geometry in the scene visible again.

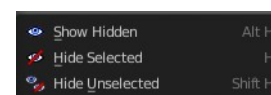
Hide Selected

Hides the selected curve geometry.

Last Operator Hide Selected

Unselected

Hides the not selected curve geometry.



Hide Unselected

Hides the not selected curve geometry. The selected geometry stays visible.

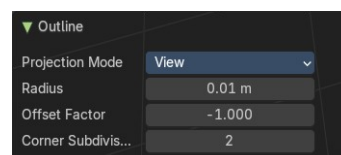
Outline

Convert selected strokes to perimeter.

Last Operator Outline

Projection mode

Hides the not selected layers.



Radius

The radius.

Offset Factor

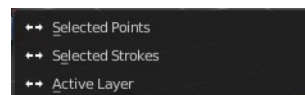
The offset factor.

Corner Subdivision

The corner subdivision resolution.

Separate sub menu

Separates the selection into a new grease pencil object.



Selected Points

Separate the selected points with its edges.

Selected Strokes

Separate the whole stroke of the current selection.

Active Layer

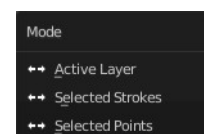
Separate all the strokes at the current active layer.

Last Operator Separate Strokes

Mode

Active Layer

Separate all the strokes at the current active layer.



Selected Strokes

Separate the whole stroke of the current selection.

Selected Points

Separate the selected points with its edges.