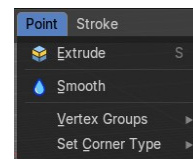


## 7.1.29 Editors - 3D Viewport - Header - Grease Pencil - Edit mode - Point menu

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## Edit Mode - Point Menu



### Extrude

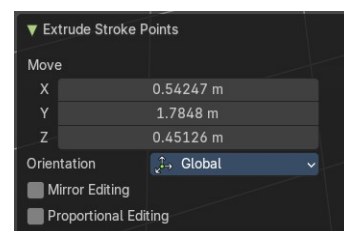
Extrude selected points and move them. The new points stay connected with the original points of the stroke.

Extrude does not show in Select mode Stroke.

### Last Operator Extrude Stroke Points

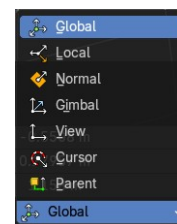
#### Move

The vector coordinates. They start relative to the initial vector.



#### Orientation

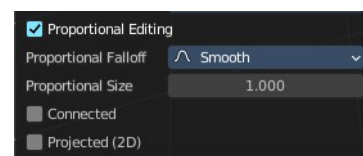
The orientation in which the extrude happens.



#### 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.

## Smooth

Smoothens out the selected geometry.

### Last Operator Smooth Stroke

#### **Repeat**

How often to repeat the procedure.

#### **Factor**

The amount of the smoothness to apply.

#### **Selected points**

When enabled, limits the effect to only the selected points within the stroke.

#### **Position**

When enabled, the operator affect the points location.

#### **Thickness**

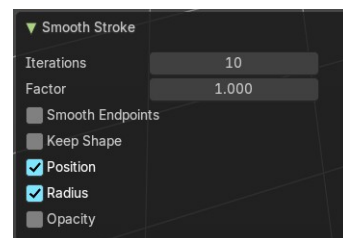
When enabled, the operator affect the points thickness.

#### **Strength**

When enabled, the operator affect the points strength (alpha).

#### **UV's**

When enabled, the operator affect the UV rotation on the points.



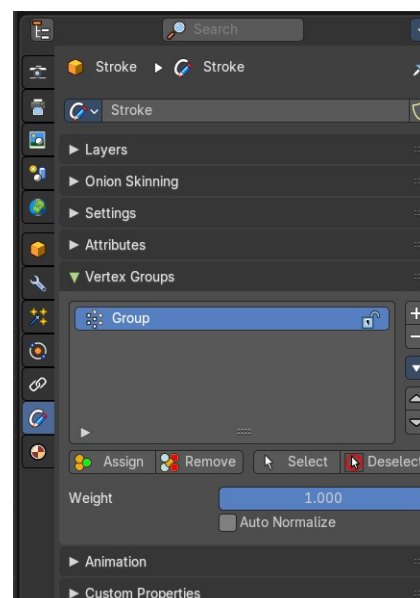
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## Vertex Groups

This menu contains just the Add New Group button.

### Add New Group

Adds a new group.



## Set Corner Type submenu

Sets the corner type of the selected corners to the methods round, flat or sharp.

