

7.1.30 Editors - 3D Viewport - Header - Grease Pencil - Edit mode - Stroke menu

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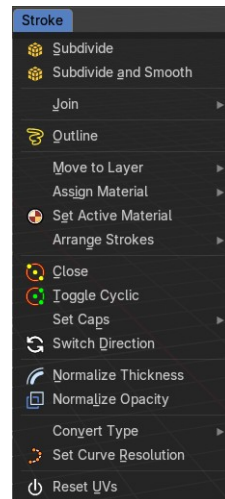
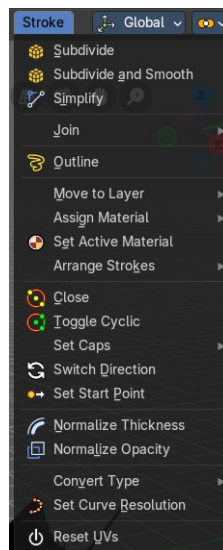
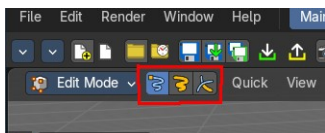
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Edit Mode - Stroke Menu

The menu content changes dependant of the Select mode. In Select mode Stroke a few menu items are not displayed. Since they do not work in that mode.



Subdivide

Subdivides the selected grease pencil geometry.

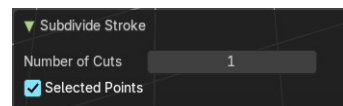
Last Operator Subdivide

Number of Cuts

Number of subdivision cuts.

Selected Points

Limits the effect to only the selected points within the stroke.



Subdivide and smooth

Subdivides the selected grease pencil geometry, and smoothens it.

Last Operator Subdivide

Number of Cuts

Number of subdivision cuts.

Selected Points

Limits the effect to only the selected points within the stroke.

Iterations

How often to smooth.

Factor

The smoothing factor

Smooth Endpoints

Smoothen the endpoints.

Keep Shape

Try to keep the original shape.

Position

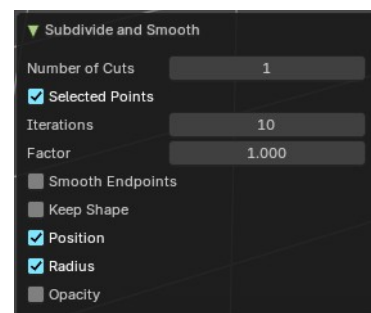
The operator affects the points location.

Radius

The smooth radius around vertices.

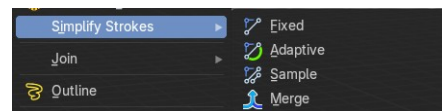
Opacity

The smooth opacity.



Simplify Strokes - Sub Menu

Stroke mode. Simplify the stroke.



Fixed

Deletes every second point in the stroke, except the start and end points.

Adaptive

This method uses an algorithm called RDP algorithm (Ramer-Douglas-Peucker algorithm) for points deletion. The algorithm tries to keep the shape with the remaining points.

Sample

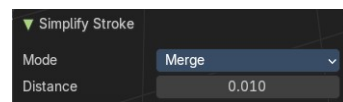
Samples points along the shape of the stroke, and increases the length of the edges.

Merge

Simplify the stroke by merging vertices closer than a given distance.

Last Operator Simplify Stroke

The simplify strokes operators share the same last operator.



Mode

The method.

Steps (Fixed)

How much levels of simplifying.

Factor (Adaptive)

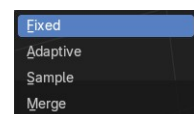
How strong the simplification should be performed.

Length (Sample)

The sample length.

Distance (Merge)

The distance. Below this value the vertices gets merged.



Join - Sub Menu

Join and Copy

Copy the selection in the new stroke.

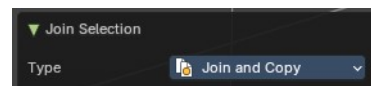
Join

Move the selection to the new stroke.

Adjust last operator Join Selection

Type

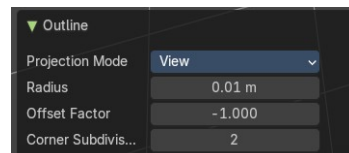
Choose the join method.



Outline

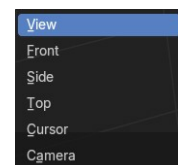
Convert selected strokes to perimeter.

Adjust last operator Outline



Projection mode

How to project the stroke.



Radius

How big.

Offset Factor

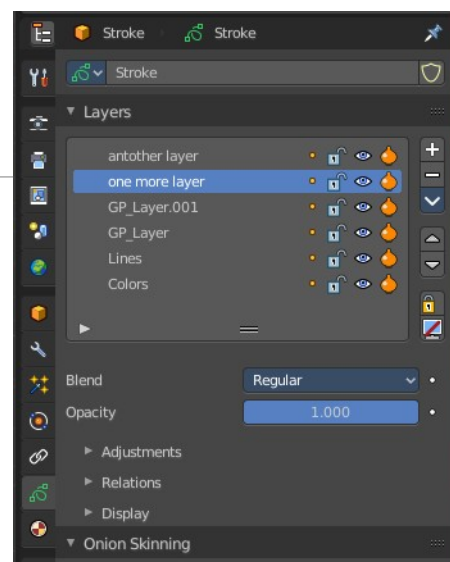
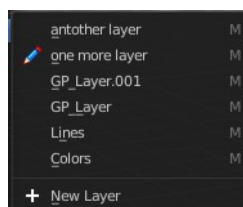
Offset from the stroke.

Corner Subdivisions

How much subdivisions at corners.

Move to Layer – Sub Menu

Move the current selected stroke to another grease pencil layer. It lists the current layers.



New Layer

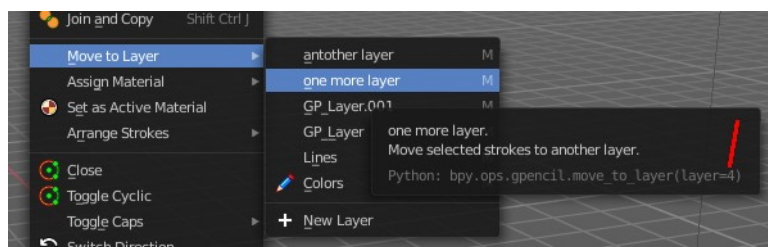
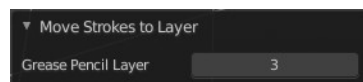
New Layer button adds a new grease pencil layer.

Last Operator Move Strokes to Layer

Grease Pencil Layer

Internal the layers are enumerated. So here you move by number.

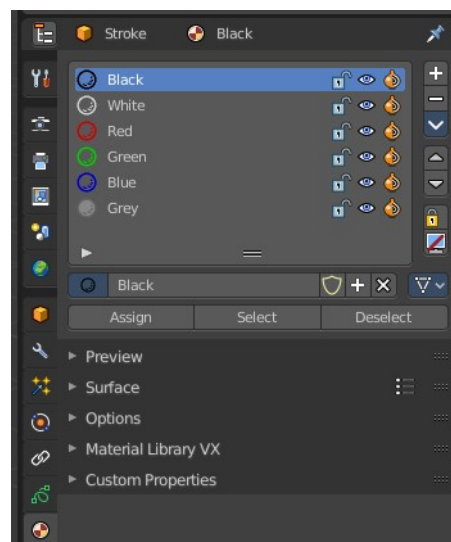
The number of a layer can be found out in the tool tip, in the Python part of it.



Assign Material – Sub Menu

Assign a new material to the current selected stroke geometry.

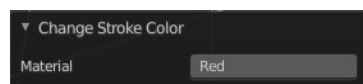
The materials can be found and edited in the Properties editor. Here you can also create new materials.



Last Operator Change Stroke Color

Material

The materials are defined by its name. So when you want to use another material, then change the name here.

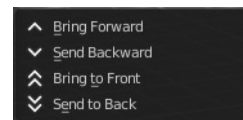


Set as active material

Sets the current selected material as the active material.

Arrange Strokes - Sub Menu

Changes the drawing order of the strokes in the 2D layer.



Bring Forward

Moves the selected points/strokes upper the next one in the drawing order.

Send Backward

Moves the selected points/strokes below the previous one in the drawing order.

Bring to Front

Moves to the top the selected points/strokes.

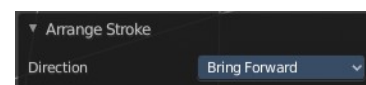
Send to Back

Moves to the bottom the selected points/strokes.

Last Operator Arrange Stroke

Direction

Choose the method again.



Close

Closes the current stroke by connecting the first vertice with the last vertice by a stroke. See also Toggle Cyclic.

Toggle Cyclic

When the curve is open, then it Closes the current stroke by connecting the first vertice with the last vertice by a stroke. When the curve is closed, then it removes the connection between first and last vertice, and makes the curve open.

Last Operator Set Cyclical State

Type

Choose the method again.



Close all

Close all open selected strokes.

Open all

Open all closed selected strokes.

Toggle

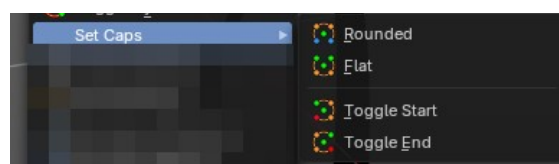
Close or Open selected strokes as required.

Create geometry

When enabled, points are added for closing the strokes like when using the Close tool. If disabled, the stroke is closed with just one edge.

Set Caps - Sub Menu

Toggles if the start and endpoints of the strokes are rounded or flat.

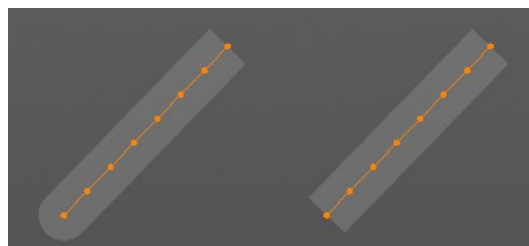


Default

Sets stroke start and end points to rounded (default).

Both

Toggle stroke start and end points caps to flat or rounded.



Start

Toggle stroke start point cap to flat or rounded.

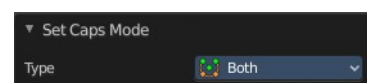
End

Toggle stroke end point cap to flat or rounded.

Last Operator Set Caps Mode

Type

Choose the method again.

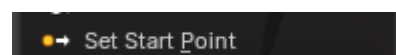


Switch Direction

Switches the direction of the stroke geometry.

Set Start Point

Select which point is the start point of the grease pencil curve. This defines



the order of point indices, useful for Geometry nodes.

Note: *Not available in stroke selection mode.*

Normalize Thickness

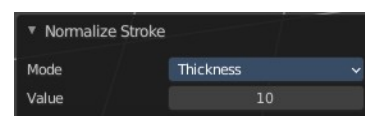
Adjust the thickness of the stroke.

Normalize Opacity

Adjust the opacity of the stroke.

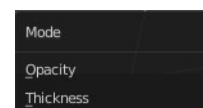
Last operator Normalize Stroke

This last operator works for both tools, Normalize Thickness and Normalize Opacity.



Mode

Adjust thickness or opacity.

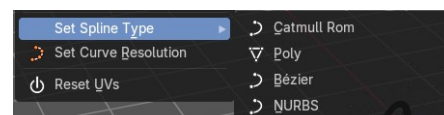


Value

The value to adjust the opacity or thickness.

Set Spline Type – Sub Menu

Set the curve type.



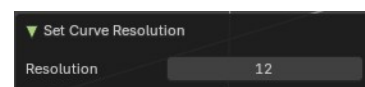
Set Curve Resolution

Set the resolution of the curve.

Ajust last operator Set Curve Resolution

Resolution

The resolution that you want to choose.



Set Stroke Type - Sub Menu

Defines how selected points are interpreted on the Grease Pencil.



Stroke

Points are treated as part of a line stroke.

Fill

Points are treated as part of a filled region.

Both

Points contribute to both stroke and fill.

Reset UVs

Reset UV Transformation values to zero.

Join Fills

Combines selected strokes into a single fill region. If they overlap, it will create a subtractive boolean. Useful for merging complex shapes into one continuous fill for coloring or shading.

- Creates unified fill areas, even across multiple strokes.
- Automatically generates holes if overlapping strokes define enclosed spaces.

Separate Fills

Splits a combined fill back into individual fill regions. Useful for isolating specific areas for recoloring, shading, or animation. Restores stroke-based independence after a join operation.

