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

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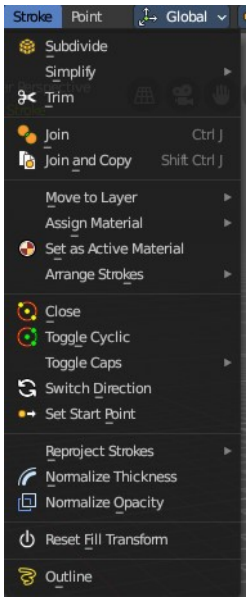
Edit Mode - Stroke Menu

In Edit Mode you will also see a add menu for some object types. The number of objects that you can add is limited to the same object type that you are in edit mode with. You can just add mesh geometry to a mesh geometry. And just curve geometry to curve geometry.

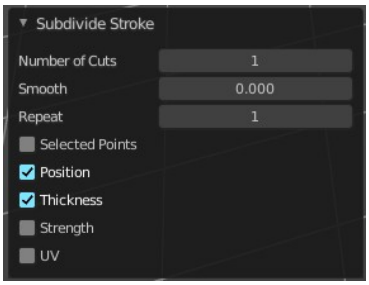
The added objects in edit mode becomes part of the current object geometry.



Subdivide

Subdivides the selected grease pencil geometry.

Last Operator Subdivide



Number of Cuts

Number of subdivision cuts.

Smooth

Smoothen the stroke, not just the new added vertices

Repeat

The number of times to repeat the procedure.

Selected Points

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

Position

The operator affects the points location.

Thickness

The operator affect the points thickness.

Strength

The operator affect the points strength (alpha).

UV

The operator affect the UV rotation on the points.

Simplify

Simplifies the stroke.

Fixed

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

Last Operator Simplify Fixed Stroke

Steps

How much levels of simplifying.

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.

Last Operator Simplify Stroke

Factor

How strong the simplification should be performed.

Sample

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

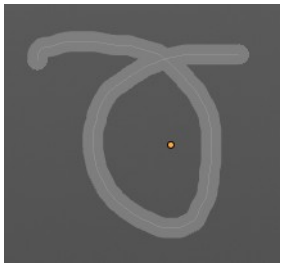
Last Operator Sample Stroke

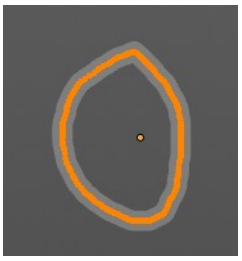
Factor

How long the edges between the points should be.

Trim

Trims down selected stroke geometry to first loop or intersection.





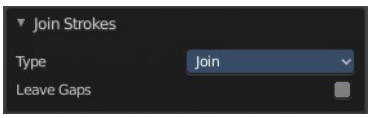
Join

Join selected strokes by connecting points.

Join and copy

Join selected strokes by connecting points in a new stroke.

Last Operator Join Strokes



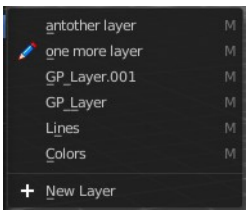
Type

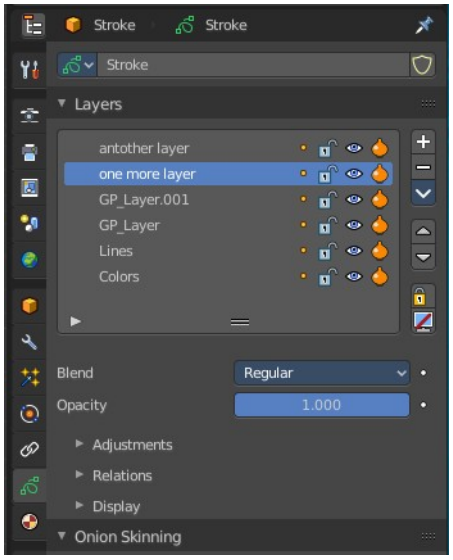
Join or Join and Copy.

Leave Gaps

Don't connect the strokes by geometry.

Move to Layer



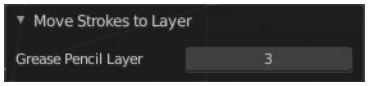


Move the current selected stroke to another grease pencil layer. It lists the current layers.

New Layer

New Layer button adds a new grease pencil layer.

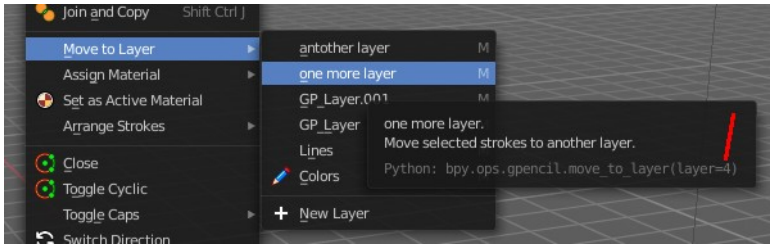
Last Operator Move Strokes to Layer



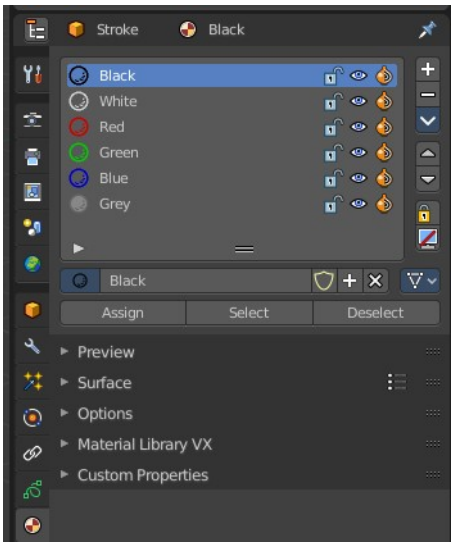
Grease Pencil Layer

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



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.

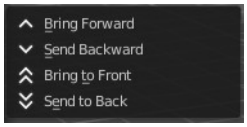
Last Operator Change Stroke Color

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

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.

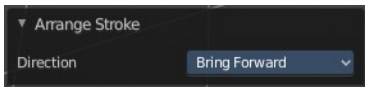
Bring to Front

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.

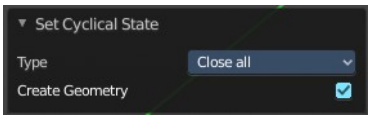
Close

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

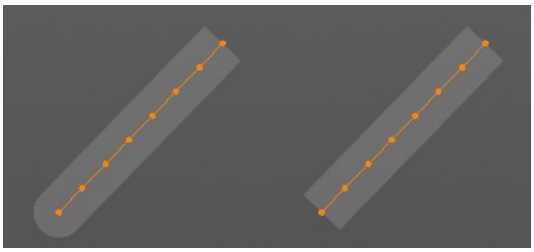
Close or Open selected strokes as required.

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.

Toggle Caps

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.

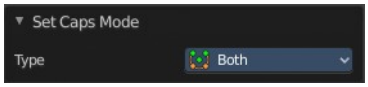
Start

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.

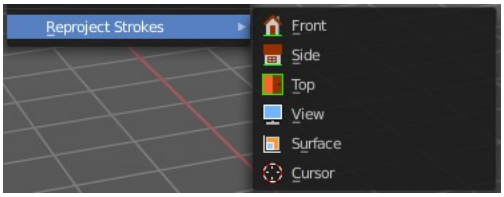
Set Start Point

Just for cyclic strokes. Sets the start point of the cyclic stroke.

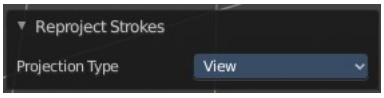
How to: select the vertice that should be the new start point. Then perform tool.

Re project Strokes

Re projects the selected stroke points in the selected view method.



Last Operator Re project Strokes



Projection Type

Choose the method again.

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.

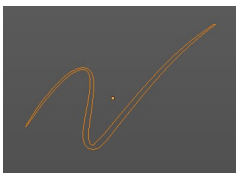
Value

The value to adjust the opacity or thickness.

Reset Fill Transform

Reset any UV transformation back to default values.

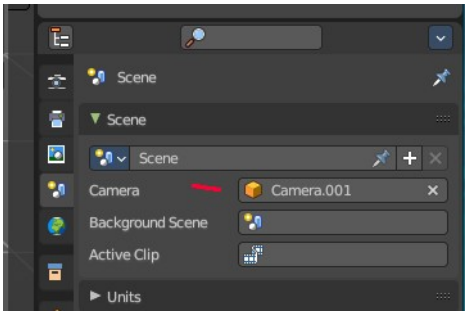
Outline

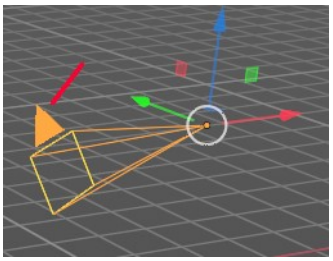


Converts the outline of the stroke to a new stroke and removes the original stroke.

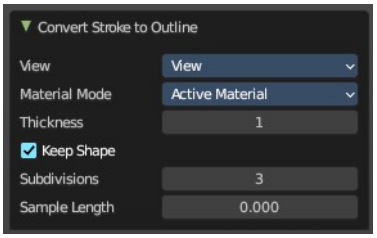
This tool requires to have a ACTIVE camera in the scene, since the outline is created from this active camera. And the outline is created from exact this view of the camera. So better switch to camera view to check if the view fits.

The active camera has the active orange triangle above the widget. You can also see the active camera in the Scene properties.

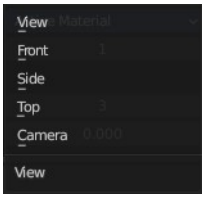




Last operator Convert Stroke to Outline



View



From which view to calculate the outline.

Material Mode

What material to assign to the new stroke.

Thickness

The thickness of the new stroke

Keep Shape

Try to keep global shape when the stroke thickness changes.

Subdivisions

How many subdivisions the new stroke has

Sample Length

Sample length of the stroke.