

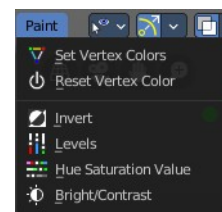


7.1.32 Editors - 3D Viewport - Header - Grease Pencil - Draw mode - Draw menu

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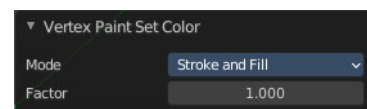
Paint Menu



Set Vertex Colors

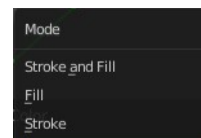
Sets the color of all selected vertices to the current active vertex color.

Last operator Vertex Paint Set Color



Mode

What vertex colors to affect.



Factor

How strong the color is set compared to the old color.

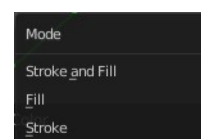
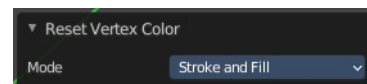
Reset Vertex Color

Resets all vertex color to white.

Last operator Reset Vertex Color

Mode

What vertex colors to affect.



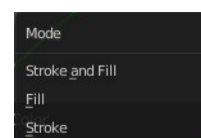
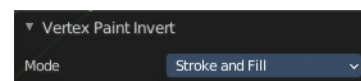
Invert

Inverts the stroke colors.

Last operator Vertex Paint Invert

Mode

What vertex colors to affect.



Levels

Adjust the levels of the vertex colors.

Last operator Vertex Paint Levels

Mode

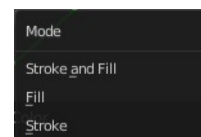
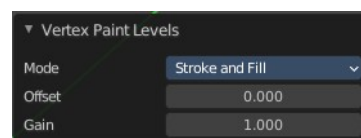
What vertex colors to affect.

Offset

Value to add to the colors.

Gain

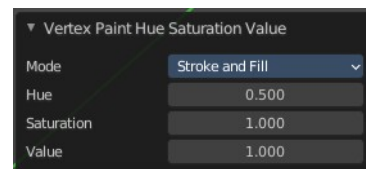
Value to multiply colors by.



Hue Saturation Value

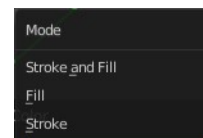
Adjust the HSV colors of the vertex colors.

Last operator Vertex Paint Hue Saturation Value



Mode

What vertex colors to affect.



Hue

The hue value

Saturation

The saturation value.

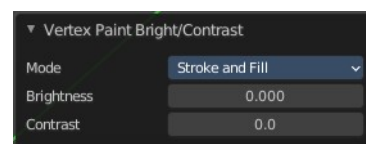
Value

The value value.

Bright Contrast

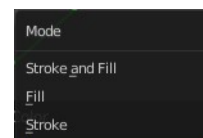
Adjust the brightness and contrast of the vertex colors.

Last operator Vertex Paint Bright/Contrast



Mode

What vertex colors to affect.



Brightness

The brightness value

Contrast

The contrast value.