

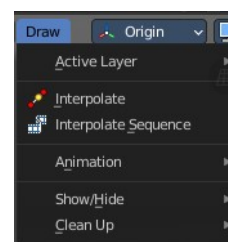


## 7.1.33 Editors - 3D Viewport - Header - Grease Pencil - Draw mode - Draw menu

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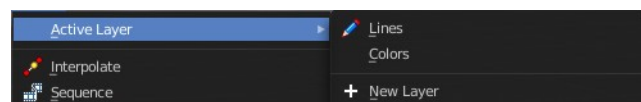
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## Draw Mode - Draw Menu



### Active Layer

Set and show the active grease pencil layer. The layer with the pencil is the active layer for drawing.



### New Layer

Add a new draw layer.

### Interpolate

Interpolates strokes between the previous and next keyframe by adding a single keyframe. When you are on a frame between two keyframes and click the Interpolate button a new breakdown keyframe will be added. This way you define the final interpolation for the new stroke.

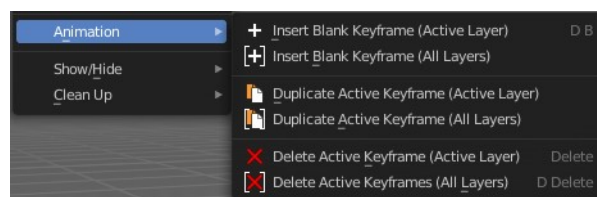
### Interpolate Sequence

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.

## Animation

### Insert Blank Keyframe ( Active Layer )

Inserts a keyframe into the active layer.

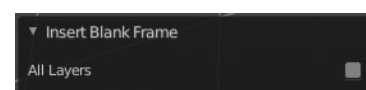


### Insert Blank Keyframe ( All Layers )

Inserts a keyframe 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 Keyframe ( Active Layer )

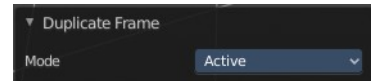
Duplicates the active keyframe in the active layer.

## Duplicate Active Keyframe ( All Layers )

Duplicates the active keyframe in all layers.

### *Last Operator Insert Blank Frame*

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



### Mode

Duplicate the active keyframe in the active layer or in all layers.

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## Delete Active Keyframe ( Active Layer )

Deletes the active keyframe in the active layer.

## Delete Active Keyframe ( All Layers )

Deletes the active keyframe in all layers

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## Show/Hide

### Show all Layers

Makes all layers in the scene visible .

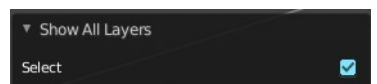


### *Last Operator Hide Layers*

### Select

Shows just selected layers.

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## Hide Active Layer

Hides the active layer.

## Hide inactive Layers

Hides the not selected layers. The selected layers stays visible.

### *Last Operator Hide Layers*

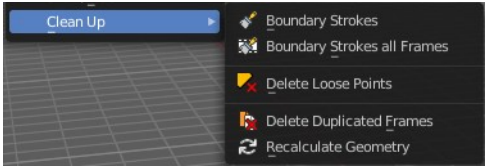
### Unselected

Hides the not selected layers.

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# Clean Up



## Boundary Strokes

Remove "no fill" boundary strokes from the active frame.

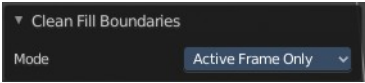
## Boundary Strokes all Frames

Remove "no fill" boundary strokes from all frames.

## Last Operator Clean Fill Boundaries

### Mode

Choose if you want to remove the "no fill" boundary strokes just from the active frame, or from all frames.



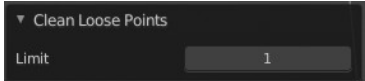
## Delete loose Points

Deletes loose stroke points.

## Last Operator Clean loose points

### Limit

Adjust with how much vertices a stroke gets count as loose geometry.



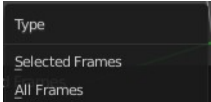
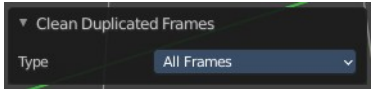
## Delete Duplicated Frames

Deletes all duplicated frames.

## Last Operator Clean Duplicated Frames

### Type

Delete just in the selected frames or in all frames.



## Recalculate Geometry

Update all internal geometry data.