

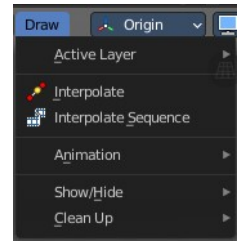


## 7.1.33 Editors - 3D Viewport - Header - Grease Pencil - Draw mode - Draw menu

### Table of content

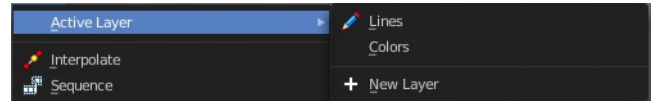
Draw Mode - Draw Menu.....	2
Active Layer.....	2
New Layer.....	2
Interpolate.....	2
Interpolate Sequence.....	2
Animation.....	2
Insert Blank Keyframe ( Active Layer ).....	2
Insert Blank Keyframe ( All Layers ).....	2
Last Operator Insert Blank Frame.....	2
All Layers.....	2
Duplicate Active Keyframe ( Active Layer ).....	3
Duplicate Active Keyframe ( All Layers ).....	3
Last Operator Insert Blank Frame.....	3
Mode.....	3
Delete Active Keyframe ( Active Layer ).....	3
Delete Active Keyframe ( All Layers ).....	3
Show/Hide.....	3
Show all Layers.....	3
Last Operator Hide Layers.....	3
Select.....	3
Hide Active Layer.....	3
Hide inactive Layers.....	3
Last Operator Hide Layers.....	3
Unselected.....	3
Clean Up.....	4
Boundary Strokes.....	4
Boundary Strokes all Frames.....	4
Last Operator Clean Fill Boundaries.....	4
Mode.....	4
Delete loose Points.....	4
Last Operator Clean loose points.....	4
Limit.....	4
Delete Duplicated Frames.....	4
Last Operator Clean Duplicated Frames.....	4
Type.....	4
Recalculate Geometry.....	4

## 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.

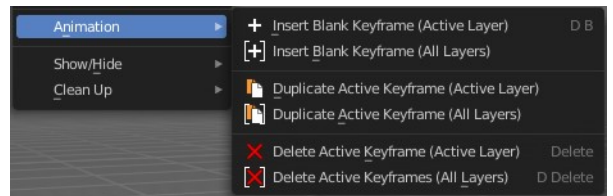
### Interpolate Sequence

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.

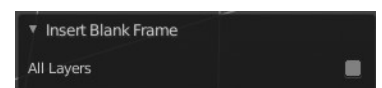


### Insert Blank Keyframe ( All Layers )

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 )

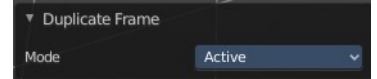
Duplicates the active keyframe in the active layer.

## 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.

---

## Delete Active Keyframe ( Active Layer )

Deletes the active keyframe in the active layer.

## Delete Active Keyframe ( All Layers )

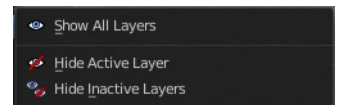
Deletes the active keyframe in all layers

---

## Show/Hide

### Show all Layers

Makes all layers in the scene visible .

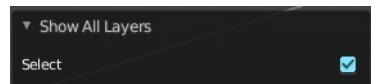


### *Last Operator Hide Layers*

### Select

Shows just selected layers.

---



### Hide Active Layer

Hides the active layer.

### Hide inactive Layers

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

### *Last Operator Hide Layers*

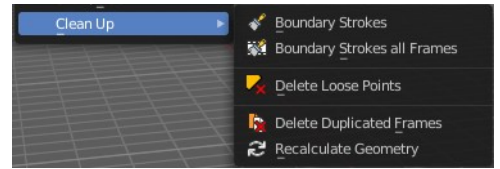
### Unselected

Hides the not selected layers.

---



## Clean Up



---

### Boundary Strokes

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

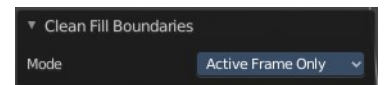
### Boundary Strokes all Frames

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.



---

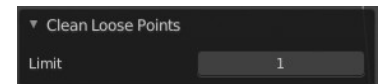
### Delete loose Points

Deletes loose stroke points.

### *Last Operator Clean loose points*

#### Limit

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



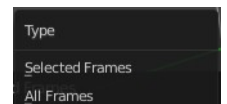
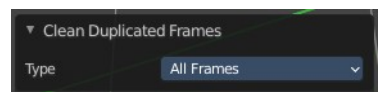
### Delete Duplicated Frames

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.