

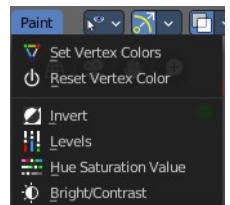


7.1.36 Editors - 3D Viewport - Header - Grease Pencil - Draw mode - Draw menu

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Paint Menu



Set Vertex Colors

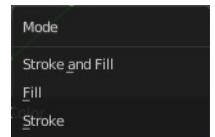
Sets the color of all selected vertices to the current active vertex color.

Last operator Vertex Paint Set Color



Mode

What vertex colors to affect.

**Factor**

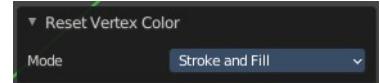
How strong the color is set compared to the old color.

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**

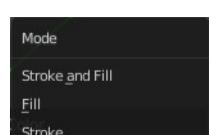
Adjust the levels of the vertex colors.

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

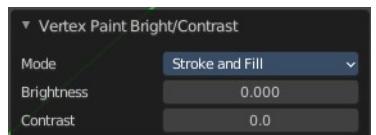
The value value.



Bright Contrast

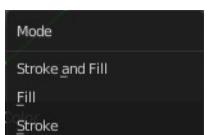
Adjust the brightness and contrast of the vertex colors.

Last operator Vertex Paint Bright/Contrast



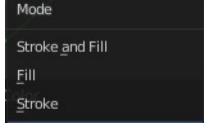
Mode

What vertex colors to affect.



Brightness

The brightness value



Contrast

The contrast value.