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Length Modifier

The *Length* modifier can shrink or extend strokes.

Options

Mode

Absolute:

Length is in geometry space.

Relative:

Length is in ratio to the stroke's length.

Start

Added length to the start of the stroke. Negative value will shrink the stroke.

End

Added length to the end of the stroke. Negative value will shrink the stroke.

Used Length

Define what portion of the stroke is used to calculate the direction of the extension.

Curvature

When enabled, the extension will follow the curvature of the stroke.

Point Density

Multiplied by Start/End for the total point count.

Segment Influence

Factor to determine how much the length of the individual segments should influence the final computed curvature. Higher factors makes small segments influence the overall curvature less.

Filter Angle

Ignore points on the stroke that deviate from their neighbors by more than this angle when determining the extrapolation shape.

Invert

Invert the curvature of the stroke's extension.

Random Offsets

Random Offset Start/End

Size of random length added to the start/end of each stroke.

Random Noise Offset

Smoothly offset each stroke's random value.

Seed

Number used to generate different noise patterns.

Randomize

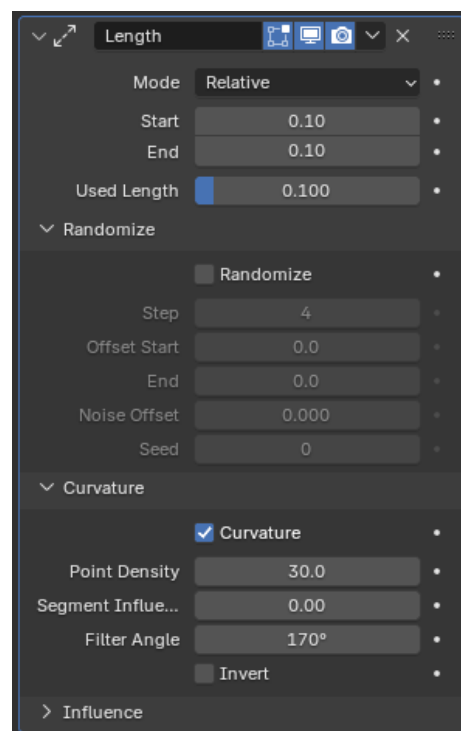
Re-randomizes values over time.

Step

Number of frames before recalculate random values again.

Influence Filters

See [Influence Filters](#).



The Length modifier.

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