Trace Image to Grease Pencil

Reference
Mode:
Object Mode
Menu:
Object ‣ Convert ‣ Trace Image to Grease Pencil

The *Trace Image to Grease Pencil* tool traces a black and white image and generates Grease Pencil strokes. If the image is not black and white, it will internally converted. For better results, convert the images manually to black and white. Also try to keep the resolution of the image small; high resolution can produce very dense strokes.

Usage

1. Add an Image Empty to the scene.
2. Run *Trace Image to Grease Pencil*.

Options

Target Object

Determines if the image empty is kept or replaced.

New Object: Creates a new Grease Pencil object and keeps the image empty Selected Object: Replaces the image empty with the Grease Pencil object.

Radius

The thickness of the generated Grease Pencil strokes.

Color Threshold

Determine the Luminance threshold above which strokes are generated.

Turn Policy

Determines how to resolve ambiguities during decomposition of an image into paths.

Black:

Prioritizes to connect black (foreground) components.

White:

Prioritizes to connect white (background) components.

Left:

Always take a left turn.

Right:

Always take a right turn.

Minority:

Prioritizes to connect the color (black or white) that occurs least frequently in the local neighborhood of the current position.

Majority:

Prioritizes to connect the color (black or white) that occurs most frequently in the local neighborhood of the current position.

Random:

Choose pseudo-randomly.

Mode

Determines if the image being traced is a single image or image sequence.

Single:

The image empty is a single image or the current frame of an image sequence.

Sequence:

The image empty is an Image Sequence.

Start at Current Frame

When enabled, start the tracing process at the current image frame.

Trace Frame

Used to trace only one frame of the image sequence, set to zero to trace all.