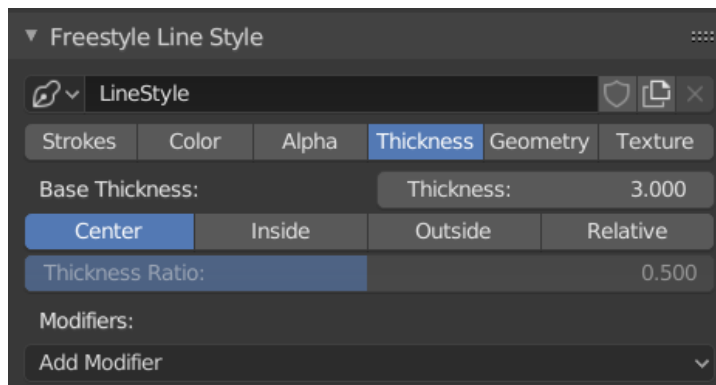


Thickness

Controls the thickness of the Freestyle strokes.



Line Style: Thickness.

Base Thickness

The base thickness for this line style.

Thickness Position

Control the position of stroke thickness from the original (backbone) stroke geometry. There are four choices:

Center:

The thickness is evenly split to the left and right side of the stroke geometry.

Inside:

The strokes are drawn within object boundary.

Outside:

The strokes are drawn outside the object boundary.

Relative:

Specifies the relative position by a number between 0.0 (inside) and 1.0 (outside), in the *Thickness Ratio* number field just below.

Note

The thickness position options are applied only to strokes of edge types *Silhouette* and *Border*, since these are the only edge types defined in terms of the object boundary. Strokes of other edge types are always drawn using the *Center* option.

Modifiers

Common Options

Mix

The modifier output can be mixed with the base property using the usual methods (see for example the [Mix compositing node](#)).

Influence

How much the result of this modifier affects the current property.

Types

- [Along Stroke](#)
- [Calligraphy](#)
- [Crease Angle](#)
- [Curvature 3D](#)
- [Distance from Camera](#)
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