

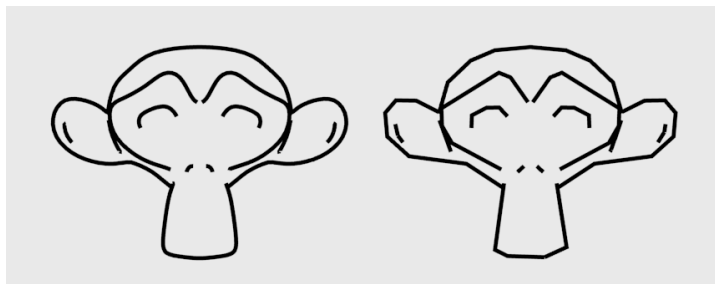
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Simplification

The *Simplification* modifier merges stroke vertices that lie close to one another, like the *Decimate* modifier for meshes.

Tolerance

Measure for how close points have to be to each other to be merged. A higher tolerance means more vertices are merged.



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