

Grease Pencil Menu

Transform

Strokes can be edited by transforming the locations of points.

Move, Rotate & Scale

Reference
Mode: Edit Mode
Tool: Toolbar ▸ Move, Rotate, Scale
Menu: Grease Pencil ▸ Transform ▸ Move, Rotate, Scale
Shortcut: G , R , S

Like other elements in Blender, points and strokes can be moved `G` , rotated `R` or scaled `S` as described in the [Basic Transformations](#) section. When in *Edit Mode*, [Proportional Editing](#) is also available for the transformation actions.

Transform Snapping

Basic move, rotate and scale transformations for selected points/strokes. See [Move, Rotate, Scale Basics](#) for more information.

Tools

Reference
Mode: Edit Mode
Menu: Grease Pencil ▸ Transform
Tool: Toolbar ▸ Bend/Shear

The *Bend*, *Shear*, *To Sphere*, *Extrude* and *Shrink Fatten* transform tools are described in the [Editing tools](#) section.

Mirror

Reference
Mode: Edit Mode
Menu: Grease Pencil ▸ Mirror
Shortcut: Ctrl - M

The *Mirror* tool is also available, behaving exactly the same as with [mesh vertices](#).

Snap

Reference

Reference
Mode: Edit Mode
Menu: Grease Pencil ▸ Snap
Shortcut: Shift - S

[Mesh snapping](#) also works with Grease Pencil components.

Active Layer

Reference
Mode: Edit Mode, Draw Mode
Menu: Grease Pencil ▸ Active Layer
Shortcut: Y

Select the active layer.

Animation

Reference
Mode: Edit Mode
Menu: Grease Pencil ▸ Animation
Shortcut: I

The stroke animation operations are described in the [Animation](#) section.

Interpolate Sequence

Reference
Mode: Edit Mode
Menu: Grease Pencil ▸ Interpolate Sequence

See [Interpolate Sequence](#).

Duplicate

Reference
Mode: Edit Mode
Menu: Grease Pencil ▸ Duplicate
Shortcut: Shift - D

Duplicates the selected elements, without creating any connections with the rest of the strokes (unlike *Extrude*, for example), and places the duplicate at the location of the original elements.

Copy

Reference
Mode: Edit Mode
Menu: Grease Pencil ▸ Copy
Shortcut: Ctrl - C

Copy the selected points/strokes to the clipboard.

Paste

Reference
Mode: Edit Mode
Menu: Grease Pencil ▸ Paste
Shortcut: Ctrl - V

Paste Grease Pencil points or strokes from the internal clipboard to the active layer.

Paste on Back Shift - Ctrl - V

Add pasted strokes behind all strokes.

Keep World Transform

Keep the world transform of strokes from the clipboard unchanged.

Weights

Reference
Mode: Edit Mode, Draw Mode
Menu: Grease Pencil ▸ Weights

The stroke weight operations are described in the [Weights Menu](#) section.

Show/Hide

Contains operators to adjust the visibility of points and strokes in the viewport.

Show All Layers

Reference
Mode: Edit Mode
Menu:

Grease Pencil ▸ Show/Hide ▸ Show All Layers

Shortcut:

Alt - H

Shows all Grease Pencil [layers](#).

Hide Active Layer

Reference

Mode:

Edit Mode

Menu:

Grease Pencil ▸ Show/Hide ▸ Hide Active Layer

Shortcut:

H

Hides the active Grease Pencil [layers](#).

Hide Inactive Layers

Reference

Mode:

Edit Mode

Menu:

Grease Pencil ▸ Show/Hide ▸ Hide Active Layer

Shortcut:

Shift - H

Hides the all Grease Pencil [layers](#) except the active layer.

Separate

Reference

Mode:

Edit Mode

Menu:

Grease Pencil ▸ Separate

Shortcut:

P

Separate different elements into new Grease Pencil objects based on specific criteria.

Selection

Separates the selected points or strokes into a new object.

By Material

Separates the geometry by creating a new object for each material.

By Layer

Separates the geometry by creating a new object for each layer. See [2D Layers](#) for more information.

Clean Up

These tools help to cleanup degenerate geometry on the strokes.

Clean Loose Points

Reference
Mode: Edit Mode
Menu: Grease Pencil ▸ Clean Up ▸ Delete Loose Points

Removes strokes with only a few points.

Limit
The number of points to consider a stroke as loose.

Delete Duplicate Frames

Reference
Mode: Edit Mode
Menu: Grease Pencil ▸ Clean Up ▸ Delete Duplicate Frames

Removes any duplicate keyframes.

Merge by Distance

Reference
Mode: Edit Mode
Menu: Grease Pencil ▸ Clean Up ▸ Merge by Distance

Simplifies a stroke by merging the selected points that are closer than a specified distance to each other. Note, unless using *Unselected*, selected points must be contiguous, else they will not be merged.

Merge Distance
Sets the distance threshold for merging points.

Unselected
Allows points in selection to be merged with unselected points. When disabled, selected points will only be merged with other selected ones.

Reproject Strokes

Reference
Mode: Edit Mode
Menu: Grease Pencil ▸ Clean Up ▸ Reproject

Sometimes you may have drawn strokes unintentionally in different locations in the 3D space but they look right from a certain plane or from the camera view. You can use Reproject to flatten all the selected strokes from a certain viewpoint.

Reprojected Type
Front:
Reproject selected strokes onto the front plane (XZ).
Side:

Side:

Reproject selected strokes onto the side plane (YZ).

Top:

Reproject selected strokes onto the top plane (XY).

View:

Reproject selected strokes onto the current view.

Surface:

Reproject selected strokes onto the mesh surfaces.

Surface Offset

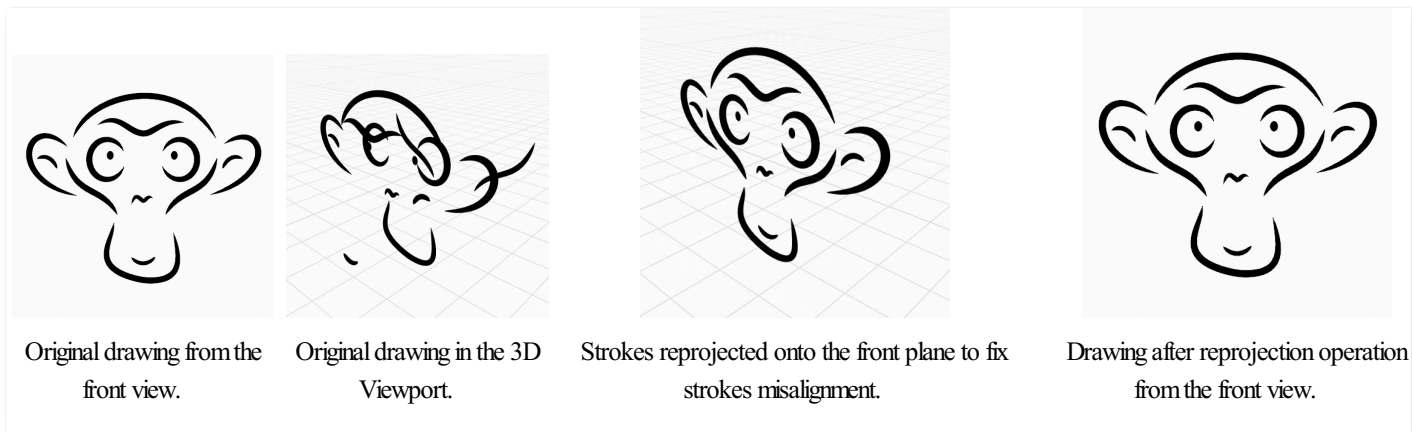
When Surface Mode is activated controls the stroke offset from the object.

Cursor:

Reproject selected strokes onto 3D cursor rotation.

Keep Original

Maintains the original strokes after applying the tool.



Delete

Reference

Mode:
Edit Mode

Menu:
Grease Pencil • Delete

Shortcut:
X , Delete

Opens a pop-up menu with operators to remove geometry from the Grease Pencil object.

Frames

Deletes all the strokes at the current frame and in the current layer/channel.

Delete

Reference

Mode:
Edit Mode

Menu:
Grease Pencil • Delete • Delete

Deletes the selected points. When only one point remains, there is no more visible stroke, and when all points are deleted, the stroke itself is deleted.

Dissolve

Reference
Mode: Edit Mode
Menu: Grease Pencil • Delete • Dissolve
Shortcut: Ctrl - X

Dissolving removes points between other points and connect the remaining points.

Ctrl - X Opens a pop-up to choose the dissolve type.

Dissolve

Deletes the selected points without splitting the stroke. The remaining points in the strokes stay connected.

Dissolve Between

Deletes all the points between the selected points without splitting the stroke. The remaining points in the strokes stay connected.

Dissolve Unselect

Deletes all the points that are not selected in the stroke without splitting the stroke. The remaining points in the strokes stay connected.

Delete Active Keyframe (Active Layer)

Reference
Mode: Edit Mode
Menu: Grease Pencil • Delete • Delete Active Keyframe (Active Layer)

Deletes all the strokes at the current frame in the active layer.

Delete Active Keyframes (All Layers)

Reference
Mode: Edit Mode
Menu: Grease Pencil • Delete • Delete Active Keyframes (All Layers)
Shortcut: Shift - Delete

Deletes all the strokes at the current frame in all layer.