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# Blueprint

The *Blueprint* modifier produces blueprint-like strokes using either circular, elliptical, or square contours. A blueprint here refers to those lines drawn at the beginning of free-hand drawing to capture the silhouette of objects with a simple shape such as circles, ellipses and squares.

## Shape

Which base shapes to use for this blueprint: *Circles*, *Ellipses* or *Squares*.

## Rounds

How many rounds are generated, as if the pen draws the same stroke several times (i.e. how many times the process is repeated).

## Random Radius, Center

For the *Circles* and *Ellipses* shapes. Adds some randomness to each round in the relevant aspect. Using more than one round with no randomness would be meaningless, as they would draw over each other exactly.

## Backbone Length, Backbone

For the *Squares* shapes. The first adds some extra length to each edge of the generated squares (also affected by the second parameter). The second adds some randomness to the squares.

Note that the *Min 2D Length* feature from the *Strokes* settings is quite handy here, to avoid the noise generated by small strokes...

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