Data Properties

Grease Pencil

> The Grease Pencil data-block menu can be used to link the data between objects.

Layers

Strokes can be grouped in 2D layers, a special Grease Pencil layers that help to organize the drawing order and visibility of the strokes. Layers can be organized into layer groups.

Onion Skinning

Onion skinning is used in animation to see several frames at once and make decisions or edits based on how the previous/next frames are drawn.

Settings

General settings for Grease Pencil strokes.

Attributes

Layers can store Custom Attributes. The attributes are stored on the Layer domain.

For example, the Layer Adjustments are stored as layer attributes.

Attributes

> List view of all the attributes stored on the layers.

> **Name**
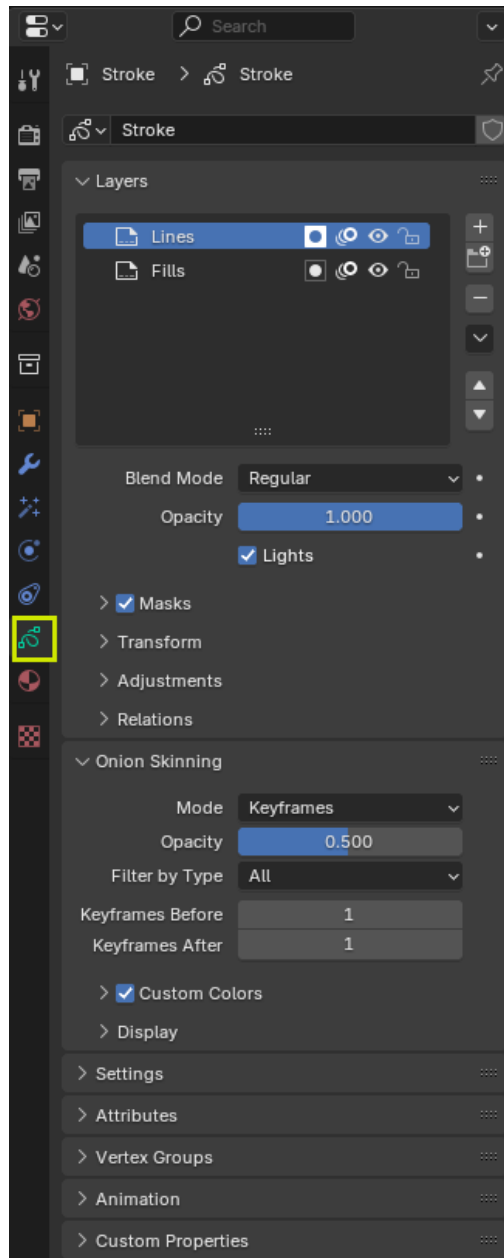>
> > Name of the layer attribute.

> **Data Type**
>
> > The Data Type of the attribute.

Vertex Groups

Vertex groups can be used to assign a group or weighted group to some operator. An object can have several weight groups and can be assigned in Weight Paint Mode.

Custom Properties

Create and manage your own properties to store data in the Grease Pencil's data-block.

Grease Pencil Object Data.