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Stroke Menu

This page covers many of the tools in the *Strokes* menu. These are tools that work primarily on strokes, however, some also work with point selections.

Subdivide

Reference

Mode:
Edit Mode

Menu:
Stroke ‣ Subdivide

The *Subdivide* operator adds new control points to selected curve segments by dividing them into smaller sections. This is useful for creating smoother transitions, preparing curves for finer adjustments, or adding more detail for animation or modeling.

Number of Cuts
Specifies the number of divisions for each selected segment; each cut adds one new control point per segment.

Selected Points
When enabled, limits the effect to only the selected points within the stroke.

Subdivide and Smooth

Reference

Mode:
Edit Mode

Menu:
Stroke ‣ Subdivide and Smooth

Subdivides and smooths the strokes by inserting points between the selected points.

Number of Cuts
The number of subdivisions to perform.

Selected Points
When enabled, limits the effect to only the selected points within the stroke.

Iterations
Number of times to repeat the procedure.

Factor
The amount of the smoothness on subdivided points.

Smooth Endpoints
Smooths the stroke's endpoints.

Keep Shape
Preserves the strokes shape.

Position
When enabled, the operator affect the points location.

Radius
When enabled, the operator affect the points thickness.

Opacity
When enabled, the operator affect the points strength (alpha).

When enabled, the operator affect the points strength (alpha).

Simplify

Reference

Mode:
Edit Mode
Menu:
Stroke ‣ Simplify

Reduces the complexity of Grease Pencil strokes by strategically removing points. This is useful for cleaning up strokes, optimizing performance, and preparing drawings for further editing or animation. There are multiple modes; described below:

Fixed

Reference

Mode:
Edit Mode
Menu:
Stroke ‣ Simplify – Fixed

Deletes alternated points in the strokes, except the start and end points.

Steps
The number of times to repeat the procedure.

Adaptive

Reference

Mode:
Edit Mode
Menu:
Stroke ‣ Simplify – Adaptive

Uses the RDP algorithm (Ramer-Douglas-Peucker algorithm) for points deletion. The algorithm tries to obtain a similar line shape with fewer points.

Factor
Controls the amount of recursively simplifications applied by the algorithm.

Sample

Reference

Mode:
Edit Mode
Menu:
Stroke ‣ Simplify – Sample

Recreates the stroke geometry with a predefined length between points.

Length
The distance between points on the recreated stroke. Smaller values will require more points to recreate the stroke, while larger values will result i fewer points needed to recreate the curve.

Merge

Reference

Mode:
Edit Mode

Menu:
Stroke ‣ Simplify – Merge

Simplifies the stroke by merging points that are closer than the specified distance.

Distance
The maximum distance between vertices to determine which ones will be merged.

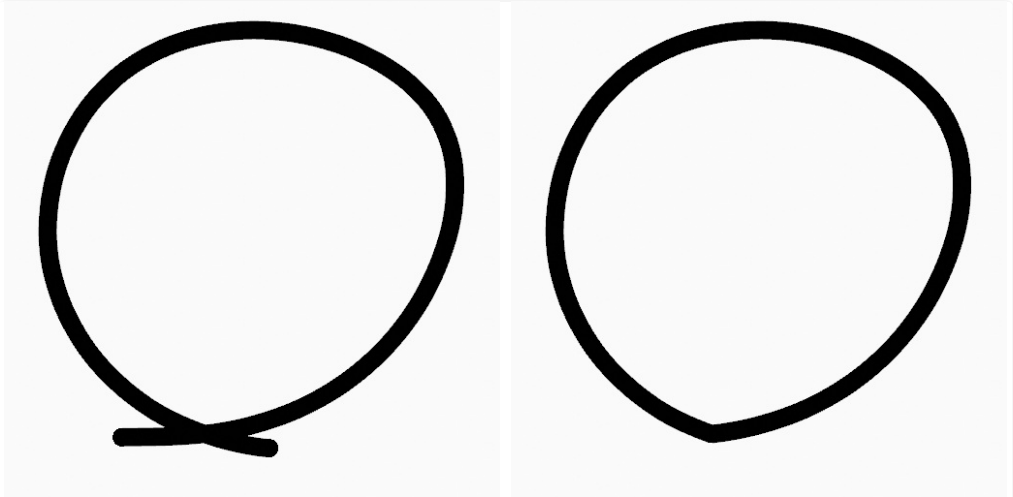
Trim

Reference

Mode:
Edit Mode

Menu:
Stroke ‣ Trim

Trims selected stroke to first loop or intersection.



Original stroke. Result of trim operation.

Join

Join

Reference

Mode:
Edit Mode

Menu:
Stroke ‣ Join ‣ Join,

Join two or more strokes into a single one.

Type

Join:
`Ctrl - J` Join selected strokes by connecting points.

Join and Copy:

Join selected strokes by connecting points in a new stroke.

Leave Gaps
When enabled, do not use geometry to connect the strokes.

Join and Copy

Reference

Mode:
Edit Mode
Menu:
Stroke ‣ Join ‣ Join and Copy
Shortcut:
`Shift - Ctrl - J`

Same as Join but *Type* defaults to *Join and Copy*.

Move to Layer

Reference

Mode:
Edit Mode
Menu:
Stroke ‣ Move to Layer
Shortcut:
`M`

A pop-up menu to move the stroke to a different layer. You can choose the layer to move the selected strokes to from a list of layers of the current Grea Pencil object. You can also add a new layer to move the selected stroke to. When creating a new layer, there is another pop-up to type in the name of tl new layer.

Assign Material

Reference

Mode:
Edit Mode
Menu:
Stroke ‣ Assign Material

Changes the material linked to the selected stroke. You can choose the name of the material to be used by the selected stroke from a list of materials of t current Grease Pencil object.

Set as Active Material

Reference

Mode:
Edit Mode
Menu:
Stroke ‣ Set as Active Material

Sets the active object material based on the selected stroke material.

Arrange

Reference

Mode:
Edit Mode
Menu:
Stroke ‣ Arrange

Change the drawing order of the strokes in the 2D layer.

Bring to Front
Moves to the top the selected points/strokes.

Bring Forward
Moves the selected points/strokes upper the next one in the drawing order.

Send Backward
Moves the selected points/strokes below the previous one in the drawing order.

Send to Back
Moves to the bottom the selected points/strokes.

Close

Reference

Mode:
Edit Mode
Menu:
Stroke ‣ Close
Shortcut:
F

Close or open strokes by connecting the last and first point.

Type

Close All:
Close all open selected strokes.
Open All:
Open all closed selected strokes.
Toggle:
Close or Open selected strokes as required.

Match Point Density
Add point in the new segment to keep the same density.

Toggle Cyclic

Reference

Mode:
Edit Mode
Menu:
Stroke ‣ Toggle Cyclic

Toggles between an open stroke and closed stroke (cyclic).

Type

Close All:

Close all open selected strokes.

Open All:
Open all closed selected strokes.

Toggle:
Close or Open selected strokes as required.

Match Point Density
Add point in the new segment to keep the same density.

Set Caps

Reference

Mode:
Edit Mode

Menu:
Stroke ‣ Set Caps

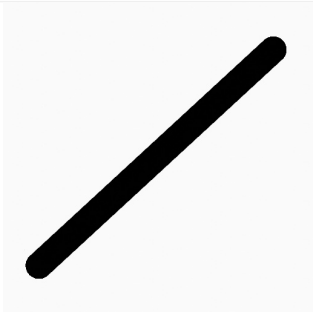
Toggle ending cap styles of the stroke.

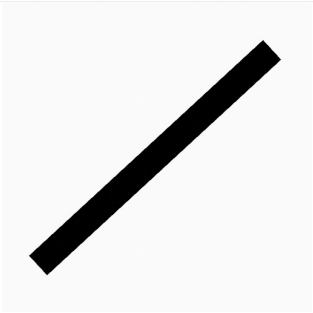
Rounded
Sets stroke start and end points to rounded (default).

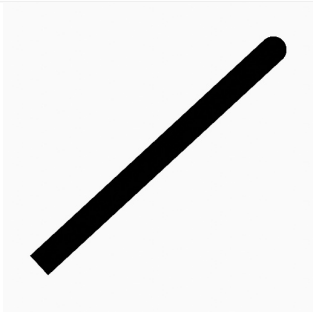
Flat
Toggle stroke start and end points caps to flat or rounded.

Toggle Start
Toggle stroke start point cap to flat or rounded.

Toggle End
Toggle stroke end point cap to flat or rounded.


Stroke ending with rounded caps.


Stroke ending with flat caps.


Stroke ending with combined caps.

Switch Direction

Reference

Mode:
Edit Mode

Menu:
Stroke ‣ Switch Direction

The *Switch Direction* operator reverses the direction of the selected Grease Pencil stroke. This means the starting point of the stroke becomes the endpoint, and vice versa. While this operation does not alter the visual appearance of the stroke, but affects behaviors that rely on the point order, such a the Build Modifier.

Set Start Point

Reference

Mode:
Edit Mode
Menu:
Stroke ▸ Set Start Point

Set the start point for cyclic strokes, determining the point where the stroke begins and ends when it loops.

Set Uniform Thickness

Reference

Mode:
Edit Mode
Menu:
Stroke ▸ Set Uniform Thickness

Makes the thickness equal for the entire stroke.

Thickness
Thickness value to use on all points of the stroke.

Set Uniform Opacity

Reference

Mode:
Edit Mode
Menu:
Stroke ▸ Set Uniform Opacity

Makes the opacity equal for the entire stroke.

Opacity
Opacity value to use on all points of the stroke.

Scale Thickness

Reference

Mode:
Edit Mode
Menu:
Stroke ▸ Scale Thickness

When enabled, scales the stroke thickness during scale transformations.

Set Curve Type

Reference

Mode:
Edit Mode
Menu:
Stroke ▸ Set Curve Type
Shortcut:
V

Sets the spline type for the splines in the stroke component that are in the selection.

Type

Specifies the target spline type. For more details on spline types, see the Spline Types documentation.

Bézier:

Converts the spline to a Bézier type. - Poly splines are converted with vector handles. - NURBS or Catmull Rom splines are converted wit automatic handles.

> Note
>
> When converting a NURBS spline to Bézier, at least six points are required. If the number of points is not a multiple of three, the spline wi be truncated.

NURBS:

Converts the spline to a NURBS type.

Poly:

Converts the spline to a poly type.

Catmull Rom:

Converts the spline to a Catmull Rom type.

Handles

Includes handle information during the conversion process.

Set Curve Resolution

Reference

Mode:

Edit Mode

Menu:

Stroke ‣ Set Curve Resolution

Sets the number of points generated along each curve segment (between two handles).

Reset UVs

Reference

Mode:

Edit Mode

Menu:

Stroke ‣ Set Curve Resolution

Reset UV transformation to default values.