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# Shadow Visual Effect

The *Shadow* Visual Effect shows a simulated shadow casting by the object.

For simulating the shadow a color silhouette of the object is displaced in horizontal and/or vertical direction on the back of the object.

## Options

### Shadow Color

Defines the shadow color.

### Offset X, Y

Control the shadow displacement in pixels on the X and Y axis.

### Scale X, Y

Control the size of the shadow on the X and Y axis.

### Rotation

Sets the shadow rotation around the Grease Pencil object center or another object when *Use Object As Pivot* is enabled.

### Object Pivot

When enabled, an *Object* is used by the shadow as the center of rotation.

## Blur

### Blur X, Z

Control the blur scale in pixels on the X and Z axis.

### Samples

Number of blur samples (0 disabled the blur effect).

## Wave Effect

When enabled, apply a wave distortion to the shadow.

### Orientation

Sets horizontal or vertical direction for the waves.

### Amplitude

Controls the strength and the depth of the wave.

### Period

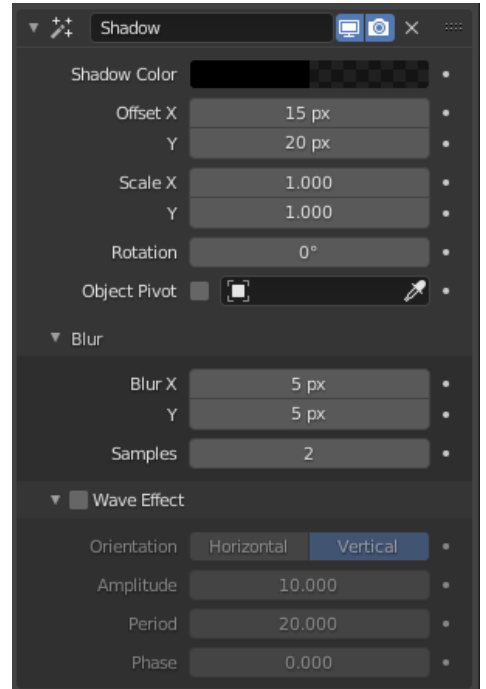
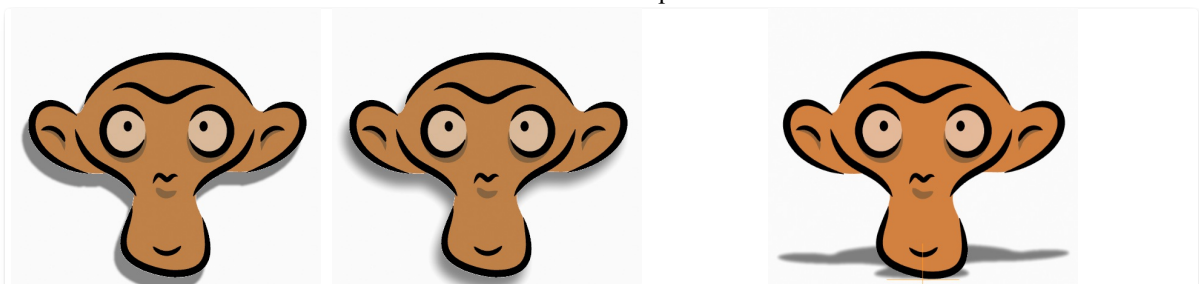
Controls the wave period. The time it takes to complete one cycle.

### Phase

Shifts the wave pattern over the shadow.

## Example

Shadow Effect samples.



Shadow Visual Effect.



Simple Shadow.

Blurred Shadow.

Stretched shadow with an empty as center of rotation.

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