Tint Modifier

The *Tint* Modifier colorize the original stroke or fill with a selected color.

Options

Mode

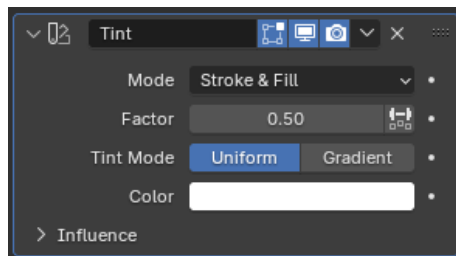The color transformation will be applied on the stroke and/or the fill color.

Stroke & Fill, Stroke, Fill

Strength

Controls the amount for the color mixing.

A value of 0 respect the original stroke's color, a value of 1.0 totally replace the original color
with the tint color.

A shift greater than 1.0 will make the points alpha less transparent than originally (2.0 is fully
opaque).

Tint Type

Uniform:

Color

Defines the tint color for mixing with the original color.

Gradient:

Color Ramp

Defines the tint gradient color for mixing with the original color. For controls see Color Ramp Widget.

Object

A Data ID to select an object (usually an empty), which position and rotation will be used to define the center of the effect.
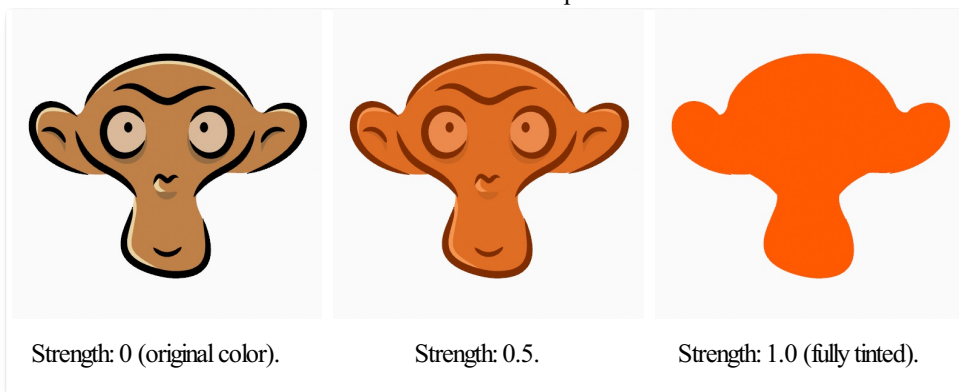
Radius

Defines the maximum distance of the effect.

Tint Modifier.
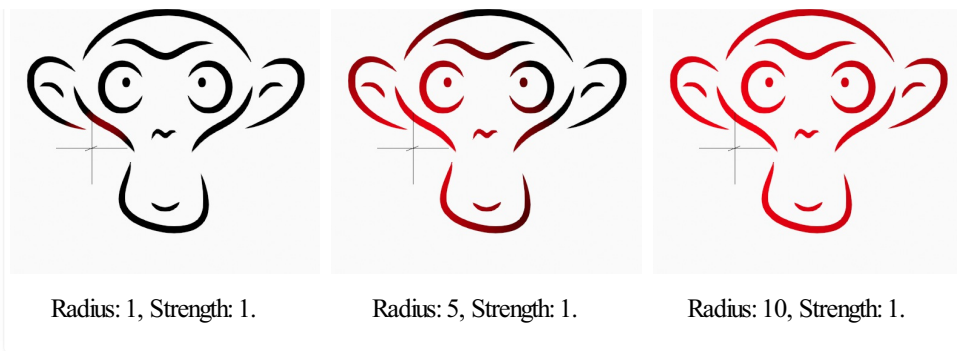
Influence

See Influence Filters.

Example

Tint uniform color sample.

| Strength: 0 (original color). | Strength: 0.5. | Strength: 1.0 (fully tinted). |

Tint gradient color sample.

Radius: 1, Strength: 1.   Radius: 5, Strength: 1.   Radius: 10, Strength: 1.