

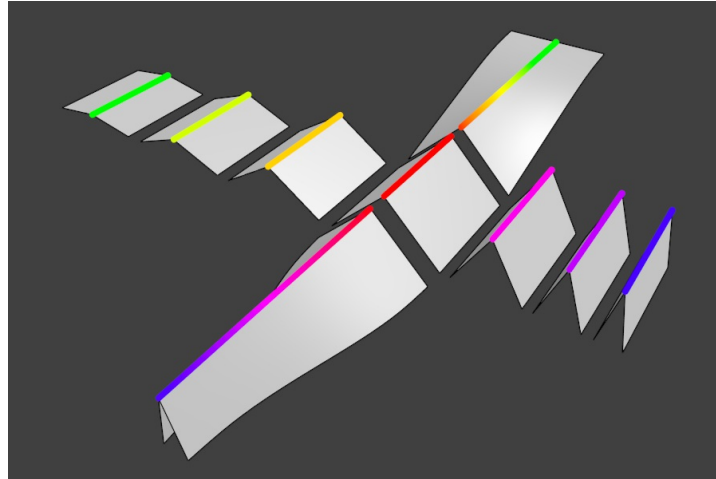
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# Crease Angle

A modifier based on the Crease Angle (angle between two adjacent faces). If a stroke segment does not lie on a crease (i.e. the edge does not have the *Crease Angle nature*), its properties are not touched by the modifier.

## Angle Min, Max

The range of input values to the mapping. Out-of-range crease angle values will be clamped by the Min and Max angles and their corresponding property values.



Crease Angle modifier example by T.K. ([blend-file](#)).

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