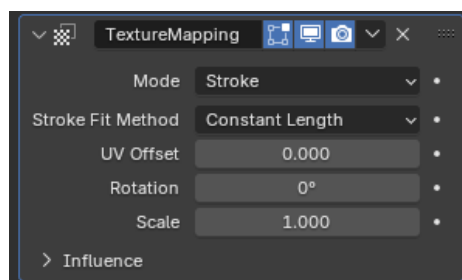


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Texture Mapping Modifier

The *Texture Mapping* Modifier change the strokes texture UV position.

Options



Texture Mapping.

Mode

The texture transformation will be applied to the stroke/fill or stroke UVs.

Stroke:

Stroke Fit Method

Selects the texture fitting method.

Constant Length:

The texture keep a consistent length along the strokes.

Stroke Length:

The texture is normalized to fit the stroke length.

UV Offset

Moves the texture along the strokes.

Rotation

Rotates the points of the strokes.

Note

The *Rotation* option is limited to a range of -90 to 90 degrees.

Scale

Factor for the texture scale.

Fill:

Fill Rotation

Sets the texture angle.

Offset

Moves the texture origin.

X, Y

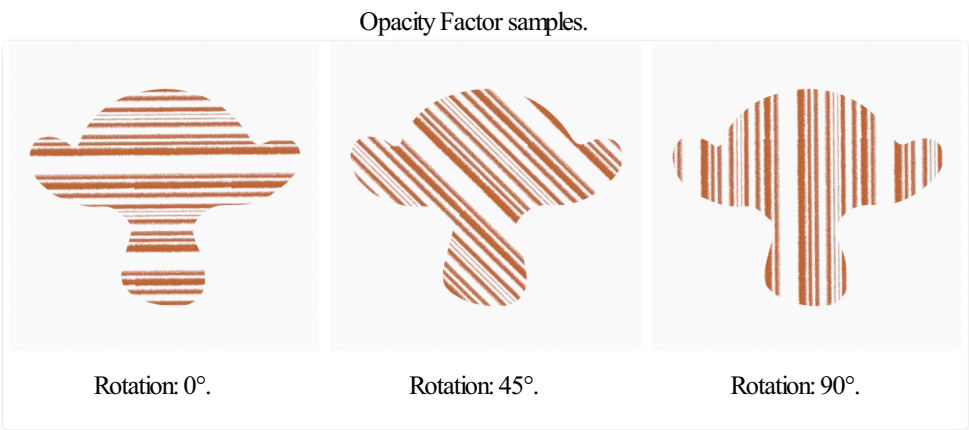
Scale

Factor for the texture scale.

Influence

See [Influence Filters](#).

Example



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