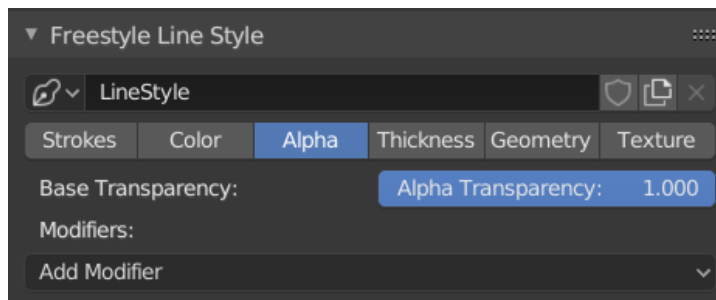


In this tab you control the alpha (transparency) of your strokes.



Line Style: Alpha.

Base Transparency

The base alpha for this line style.

Modifiers

Common Options

Mix

The modifier output can be mixed with the base property using the usual methods (see for example the [Mix compositing node](#)).

Influence

How much the result of this modifier affects the current property.

Mapping

Either a linear progression (from 0.0 to 1.0), or a custom mapping [curve](#).

Note

Note the linear non-inverted option is equivalent to “do nothing”, as original values from materials are already in the (0.0 to 1.0) range. That is the case for: Crease Angle, Curvature 3D, Material, Noise, Tangent.

Invert

Inverts the *Mapping*.

Types

- [Along Stroke](#)
- [Crease Angle](#)
- [Curvature 3D](#)
- [Distance from Camera](#)
- [Distance from Object](#)
- [Material](#)
- [Noise](#)
- [Tangent](#)

