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GreasePencilHookModifier(Modifier)

base classes — [bpy_struct](#), [Modifier](#)

class bpy.types.GreasePencilHookModifier(Modifier)

Hook modifier to modify the location of stroke points

center

TYPE:

float array of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

custom_curve

Custom curve to apply effect

TYPE:

[CurveMapping](#), (readonly)

falloff_radius

If not zero, the distance from the hook where influence ends

TYPE:

float in [0, inf], default 0.0

falloff_type

TYPE:

enum in ['NONE', 'CURVE', 'SMOOTH', 'SPHERE', 'ROOT', 'INVERSE_SQUARE', 'SHARP', 'LINEAR', 'CONSTANT'],
default 'SMOOTH'

invert_layer_filter

Invert layer filter

TYPE:

boolean, default False

invert_layer_pass_filter

Invert layer pass filter

TYPE:

boolean, default False

invert_material_filter

Invert material filter

TYPE:

boolean, default False

invert_material_pass_filter

Invert material pass filter

TYPE:

boolean, default False

invert_vertex_group

Invert vertex group weights

TYPE:

.....

boolean, default False

layer_filter

Layer name

TYPE:

string, default "", (never None)

layer_pass_filter

Layer pass filter

TYPE:

int in [0, 100], default 0

material_filter

Material used for filtering

TYPE:

`Material`

material_pass_filter

Material pass

TYPE:

int in [0, 100], default 0

matrix_inverse

Reverse the transformation between this object and its target

TYPE:

`mathutils.Matrix` of 4 * 4 items in [-inf, inf], default ((1.0, 0.0, 0.0, 0.0), (0.0, 1.0, 0.0, 0.0), (0.0, 0.0, 1.0, 0.0), (0.0, 0.0, 0.0, 1.0))

object

Parent Object for hook, also recalculates and clears offset

TYPE:

`Object`

open_falloff_panel

TYPE:

boolean, default False

open_influence_panel

TYPE:

boolean, default False

strength

Relative force of the hook

TYPE:

float in [0, 1], default 0.5

subtarget

Name of Parent Bone for hook (if applicable), also recalculates and clears offset

TYPE:

string, default “”, (never None)

use_custom_curve

Use a custom curve to define a factor along the strokes

TYPE:

boolean, default False

use_falloff_uniform

Compensate for non-uniform object scale

TYPE:

boolean, default False

use_layer_pass_filter

Use layer pass filter

TYPE:

boolean, default False

use_material_pass_filter

Use material pass filter

TYPE:

boolean, default False

vertex_group_name

Vertex group name for modulating the deform

TYPE:

string, default “”, (never None)

classmethod bl_ma_get_subclass(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The RNA type or default when not found.

RETURN TYPE:

`bpy.types.Struct` subclass

classmethod bl_ma_get_subclass_py(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The class or default when not found.

RETURN TYPE:

type

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.type`
- `Modifier.show_expanded`
- `Modifier.is_active`
- `Modifier.use_pin_to_last`

- `Modifier.show_viewport`
- `Modifier.is_override_data`
- `Modifier.show_render`
- `Modifier.use_apply_on_spline`
- `Modifier.show_in_editmode`
- `Modifier.execution_time`
- `Modifier.show_on_cage`
- `Modifier.persistent_uid`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.id_properties_clear`
- `bpy_struct.id_properties_ensure`
- `bpy_struct.id_properties_ui`
- `bpy_struct.is_property_hidden`
- `bpy_struct.is_property_overridable_library`
- `bpy_struct.is_property_readonly`
- `bpy_struct.is_property_set`
- `bpy_struct.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `bpy_struct.path_from_id`
- `bpy_struct.path_resolve`
- `bpy_struct.pop`
- `bpy_struct.property_overridable_library_set`
- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`
- `Modifier.bl_rna_get_subclass`
- `Modifier.bl_rna_get_subclass_py`