# LineStyleColorModifier\_Noise(LineStyleColorModifier)

```
base classes — bpy_struct, LineStyleModifier, LineStyleColorModifier
class\ bpy.types. Line Style Color Modifier\_Noise (Line Style Color Modifier)
    Change line color based on random noise
     amplitude
         Amplitude of the noise
         TYPE:
              float in [-inf, inf], default 0.0
     blend
         Specify how the modifier value is blended into the base value
         TYPE:
              enum in Ramp Blend Items, default 'MIX'
     color_ramp
         Color ramp used to change line color
         TYPE:
              ColorRamp, (readonly)
     expanded
         True if the modifier tab is expanded
         TYPE:
              boolean, default False
     influence
         Influence factor by which the modifier changes the property
         TYPE:
              float in [0, 1], default 0.0
     period
         Period of the noise
         TYPE:
              float in [-inf, inf], default 0.0
     seed
         Seed for the noise generation
         TYPE:
              int in [1, 32767], default 0
     type
         Type of the modifier
         TYPE:
```

enum in Linestyle Color Modifier Type Items, default 'ALONG\_STROKE', (readonly)

```
Enable or disable this modifier during stroke rendering
```

#### TYPE:

boolean, default False

## classmethod bl rna 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\_rna\_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 • LineStyleColorModifier.name

## **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.values
- 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
- LineStyleModifier.bl rna get subclass
- LineStyleModifier.bl rna get subclass py
- LineStyleColorModifier.bl\_rna\_get\_subclass
- LineStyleColorModifier.bl rna get subclass p

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