# Hook Modifier (Modifier)

subtarget

```
base classes — bpy_struct, Modifier
class bpy.types.HookModifier(Modifier)
    Hook modifier to modify the location of vertices
     center
         Center of the hook, used for falloff and display
         TYPE:
              mathutils. Vector of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)
     falloff_curve
         Custom falloff curve
         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_vertex_group
         Invert vertex group influence
         TYPE:
              boolean, default False
     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))
         Parent Object for hook, also recalculates and clears offset
         TYPE:
               Object
     strength
         Relative force of the hook
         TYPE:
              float in [0, 1], default 1.0
```

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

#### TYPE:

string, default ", (never None)

## use\_falloff\_uniform

Compensate for non-uniform object scale

#### TYPE:

boolean, default False

## vertex\_group

Name of Vertex Group which determines influence of modifier per point

#### TYPE:

string, default ", (never None)

#### vertex indices

Indices of vertices bound to the modifier. For Bézier curves, handles count as additional vertices.

#### TYPE:

## vertex\_indices\_set(indices)

Validates and assigns the array of vertex indices bound to the modifier

#### **PARAMETERS:**

indices (int array of 64 items in [-inf, inf]) - Vertex Indices

## 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**

- Modifier.name
- Modifier.type
- bpy\_struct.id\_data 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

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- 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.type recast
- 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.values
- Modifier.bl\_rna\_get\_subclass
- Modifier.bl rna get subclass py

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HueCorrectModifier(StripModifier)