GreasePencilOffsetModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

class bpy.types.**GreasePencilOffsetModifier(Modifier)**

> **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
>
> **location**
>
> > Values for change location
> >
> > **TYPE:**
> > > `mathutils.Vector` of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)
>
> **material_filter**
>
> > Material used for filtering

TYPE:

  `Material`

material_pass_filter

  Material pass

  TYPE:

  int in [0, 100], default 0

offset_mode

- `RANDOM` Random – Randomize stroke offset.
- `LAYER` Layer – Offset layers by the same factor.
- `STROKE` Stroke – Offset strokes by the same factor based on stroke draw order.
- `MATERIAL` Material – Offset materials by the same factor.

  TYPE:

  enum in ['RANDOM', 'LAYER', 'STROKE', 'MATERIAL'], default 'RANDOM'

open_general_panel

  TYPE:

  boolean, default False

open_influence_panel

  TYPE:

  boolean, default False

rotation

  Values for changes in rotation

  TYPE:

  `mathutils.Euler` rotation of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

scale

  Values for changes in scale

  TYPE:

  `mathutils.Vector` of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

seed

  Random seed

  TYPE:

  int in [0, inf], default 0

stroke_location

  Value for changes in location

  TYPE:

  `mathutils.Vector` of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

stroke_rotation

  Value for changes in rotation

  TYPE:

  `mathutils.Euler` rotation of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

stroke scale

Value for changes in scale

TYPE:

> `mathutils.Vector` of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

stroke_start_offset

Offset starting point

TYPE:

> int in [0, inf], default 0

stroke_step

Number of elements that will be grouped

TYPE:

> int in [1, 500], default 1

use_layer_pass_filter

Use layer pass filter

TYPE:

> boolean, default False

use_material_pass_filter

Use material pass filter

TYPE:

> boolean, default False

use_uniform_random_scale

Use the same random seed for each scale axis for a uniform scale

TYPE:

> boolean, default False

vertex_group_name

Vertex group name for modulating the deform

TYPE:

> string, default "", (never None)

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:

RETURN TYPE:

type

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.type`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.show_in_editmode`
- `Modifier.show_on_cage`
- `Modifier.show_expanded`
- `Modifier.is_active`
- `Modifier.use_pin_to_last`
- `Modifier.is_override_data`
- `Modifier.use_apply_on_spline`
- `Modifier.execution_time`
- `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`