GreasePencilShrinkwrapModifier(Modifier)

base classes — bpy_struct, Modifier

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

Shrink wrapping modifier to shrink wrap an object to a target

auxiliary_target

Additional mesh target to shrink to

TYPE:

Object

cull_face

Stop vertices from projecting to a face on the target when facing towards/away

TYPE:

enum in Shrinkwrap Face Cull Items, default 'OFF'

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

offset

Distance to keep from the target

TYPE:

float in [-inf, inf], default 0.05

open_influence_panel

TYPE:

boolean, default False

project_limit

Limit the distance used for projection (zero disables)

TYPE:

float in [0, inf], default 0.0

smooth_factor

Amount of smoothing to apply

TYPE:

float in [0, 1], default 0.05

smooth_step

Number of times to apply smooth (high numbers can reduce FPS)

TYPE:

int in [1, 10], default 1

subsurf_levels

Number of subdivisions that must be performed before extracting vertices' positions and normals

TYPE:

int in [0, 6], default 0

target

Mesh target to shrink to

TYPE:

Object

use_invert_cull

When projecting in the negative direction invert the face cull mode

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

use_negative_direction

Allow vertices to move in the negative direction of axis

TYPE:
boolean, default False

use_positive_direction

Allow vertices to move in the positive direction of axis

TYPE:
boolean, default True

use_project_x

TYPE:
boolean, default False

use_project_y

TYPE:
boolean, default False

use_project_z

TYPE:
boolean, default False

vertex_group_name

Vertex group name for modulating the deform

TYPE:
string, default “”, (never None)

wrap_method

TYPE:
enum in Shrinkwrap Type Items, default ‘NEAREST_SURFACEPOINT’

wrap_mode

Select how vertices are constrained to the target surface

TYPE:
enum in Modifier Shrinkwrap Mode Items, default ‘ON_SURFACE’

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`
- `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`

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