```
Skip to content CurvePaintSettings(bpy_struct)
base class — bpy_struct
class bpy.types.CurvePaintSettings(bpy_struct)
     corner angle
         Angles above this are considered corners
         TYPE:
              float in [0, 3.14159], default 1.22173
     curve_type
         Type of curve to use for new strokes
         TYPE:
              enum in ['POLY', 'BEZIER'], default 'BEZIER'
     depth_mode
         Method of projecting depth
         TYPE:
              enum in ['CURSOR', 'SURFACE'], default 'CURSOR'
     error_threshold
         Allow deviation for a smoother, less precise line
         TYPE:
              int in [1, 100], default 8
     fit method
         Curve fitting method
         TYPE:
              enum in Curve Fit Method Items, default 'REFIT'
     radius max
         Radius to use when the maximum pressure is applied (or when a tablet isn't used)
         TYPE:
              float in [0, 100], default 1.0
     radius_min
         Minimum radius when the minimum pressure is applied (also the minimum when tapering)
         TYPE:
              float in [0, 100], default 0.0
     radius_taper_end
         Taper factor for the radius of each point along the curve
         TYPE:
              float in [0, 10], default 0.0
```

### radius\_taper\_start

Taper factor for the radius of each point along the curve

```
TYPE:
```

float in [0, 1], default 0.0

## surface\_offset

Offset the stroke from the surface

#### TYPE:

float in [-10, 10], default 0.0

#### surface\_plane

Plane for projected stroke

- NORMAL\_VIEW Normal to Surface Draw in a plane perpendicular to the surface.
- NORMAL\_SURFACE Tangent to Surface Draw in the surface plane.
- VIEW View Draw in a plane aligned to the viewport.

#### TYPE:

enum in ['NORMAL\_VIEW', 'NORMAL\_SURFACE', 'VIEW'], default 'NORMAL\_VIEW'

#### use\_corners\_detect

Detect corners and use non-aligned handles

#### TYPE:

boolean, default True

#### use\_offset\_absolute

Apply a fixed offset (don't scale by the radius)

#### TYPE:

boolean, default False

#### use\_pressure\_radius

Map tablet pressure to curve radius

# TYPE:

boolean, default False

#### use\_project\_only\_selected

Project the strokes only onto selected objects

#### TYPE:

boolean, default False

# $use\_stroke\_endpoints$

Use the start of the stroke for the depth

#### 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

# **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.property\_unset
- 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.type recast
- bpy struct.values

# References

• ToolSettings.curve\_paint\_settings

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CurvePoint(bpy stru