GreasePencilTintModifier(Modifier)

base classes — `bpy_struct` , `Modifier`

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

color

Color used for tinting

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (1.0, 1.0, 1.0)

color_mode

Attributes to modify

- `BOTH` Stroke & Fill – Modify fill and stroke colors.
- `STROKE` Stroke – Modify stroke color only.
- `FILL` Fill – Modify fill color only.

TYPE:

enum in ['BOTH', 'STROKE', 'FILL'], default 'BOTH'

color_ramp

Gradient tinting colors

TYPE:

`ColorRamp` , (readonly)

custom_curve

Custom curve to apply effect

TYPE:

`CurveMapping` , (readonly)

factor

Factor for tinting

TYPE:

float in [0, 2], default 0.5

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

object

Object used for the gradient direction

> **TYPE:**
>
> > Object

open_influence_panel

> **TYPE:**
>
> > boolean, default False

radius

Influence distance from the object

> **TYPE:**
>
> > float in [1e-06, inf], default 1.0

tint_mode

> **TYPE:**
>
> > enum in ['UNIFORM', 'GRADIENT'], default 'UNIFORM'

use_custom_curve

Use a custom curve to define a factor along the strokes

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_weight_as_factor

Use vertex group weight as factor instead of influence

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:

type

Inherited Properties

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

- Modifier.show_in_editmode
- Modifier.show_on_cage
- 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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