# Skip to content MeshToVolumeModifier(Modifier)

```
base classes — bpy_struct, Modifier
class bpy.types.MeshToVolumeModifier(Modifier)
     density
         Density of the new volume
         TYPE:
              float in [0, inf], default 0.0
     interior_band_width
         Width of the gradient inside of the mesh
         TYPE:
              float in [0, inf], default 0.0
     object
         Object
         TYPE:
              Object
     resolution_mode
         Mode for how the desired voxel size is specified
         • VOXEL AMOUNT Voxel Amount – Desired number of voxels along one axis.
         • VOXEL_SIZE Voxel Size – Desired voxel side length.
         TYPE:
              enum in ['VOXEL_AMOUNT', 'VOXEL_SIZE'], default 'VOXEL_AMOUNT'
     voxel_amount
         Approximate number of voxels along one axis
         TYPE:
              int in [0, inf], default 0
     voxel size
         Smaller values result in a higher resolution output
         TYPE:
              float in [0, inf], default 0.0
     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 on cage

- 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
- Modifier.show in editmode 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.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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MeshUVLoop(bpy stru