Brush Operators

bpy.ops.brush.**asset_activate(*, asset_library_type='LOCAL', asset_library_identifier='', relative_asset_identifier='')**

> Activate a brush asset as current sculpt and paint tool
>
> **PARAMETERS:**
>
> - **asset_library_type** (enum in Asset Library Type Items, (optional)) – Asset Library Type
> - **asset_library_identifier** (*string, (optional, never None)*) – Asset Library Identifier
> - **relative_asset_identifier** (*string, (optional, never None)*) – Relative Asset Identifier

bpy.ops.brush.**asset_delete()**

> Delete the active brush asset

bpy.ops.brush.**asset_edit_metadata(*, catalog_path='', author='', description='')**

> Edit asset information like the catalog, preview image, tags, or author
>
> **PARAMETERS:**
>
> - **catalog_path** (*string, (optional, never None)*) – Catalog, The asset's catalog path
> - **author** (*string, (optional, never None)*) – Author
> - **description** (*string, (optional, never None)*) – Description

bpy.ops.brush.**asset_load_preview(*, filepath='', hide_props_region=True, check_existing=False, filter_blender=False, filter_backup=False, filter_image=True, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_archive=False, filter_btx=False, filter_collada=False, filter_alembic=False, filter_usd=False, filter_obj=False, filter_volume=False, filter_folder=True, filter_blenlib=False, filemode=9, show_multiview=False, use_multiview=False, display_type='DEFAULT', sort_method='')**

> Choose a preview image for the brush
>
> **PARAMETERS:**
>
> - **filepath** (*string, (optional, never None)*) – File Path, Path to file
> - **hide_props_region** (*boolean, (optional)*) – Hide Operator Properties, Collapse the region displaying the operator settings
> - **check_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
> - **filter_blender** (*boolean, (optional)*) – Filter .blend files
> - **filter_backup** (*boolean, (optional)*) – Filter .blend files
> - **filter_image** (*boolean, (optional)*) – Filter image files
> - **filter_movie** (*boolean, (optional)*) – Filter movie files
> - **filter_python** (*boolean, (optional)*) – Filter Python files
> - **filter_font** (*boolean, (optional)*) – Filter font files
> - **filter_sound** (*boolean, (optional)*) – Filter sound files
> - **filter_text** (*boolean, (optional)*) – Filter text files
> - **filter_archive** (*boolean, (optional)*) – Filter archive files
> - **filter_btx** (*boolean, (optional)*) – Filter btx files
> - **filter_collada** (*boolean, (optional)*) – Filter COLLADA files
> - **filter_alembic** (*boolean, (optional)*) – Filter Alembic files
> - **filter_usd** (*boolean, (optional)*) – Filter USD files
> - **filter_obj** (*boolean, (optional)*) – Filter OBJ files
> - **filter_volume** (*boolean, (optional)*) – Filter OpenVDB volume files
> - **filter_folder** (*boolean, (optional)*) – Filter folders
> - **filter_blenlib** (*boolean, (optional)*) – Filter Blender IDs
> - **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
> - **show_multiview** (*boolean, (optional)*) – Enable Multi-View

- **show_multiview** (*boolean, (optional)*) – Enable Multi-View
- **use_multiview** (*boolean, (optional)*) – Use Multi-View
- **display_type** (*enum in ['DEFAULT', 'LIST_VERTICAL', 'LIST_HORIZONTAL', 'THUMBNAIL'], (optional)*) – Display Type
    - DEFAULT Default – Automatically determine display type for files.
    - LIST_VERTICAL Short List – Display files as short list.
    - LIST_HORIZONTAL Long List – Display files as a detailed list.
    - THUMBNAIL Thumbnails – Display files as thumbnails.
- **sort_method** (*enum in [], (optional)*) – File sorting mode

bpy.ops.brush.**asset_revert()**

Revert the active brush settings to the default values from the asset library

bpy.ops.brush.**asset_save()**

Update the active brush asset in the asset library with current settings

bpy.ops.brush.**asset_save_as(*, name='', asset_library_reference='', catalog_path='')**

Save a copy of the active brush asset into the default asset library, and make it the active brush

PARAMETERS:
- **name** (*string, (optional, never None)*) – Name, Name for the new brush asset
- **asset_library_reference** (*enum in [], (optional)*) – Library, Asset library used to store the new brush
- **catalog_path** (*string, (optional, never None)*) – Catalog, Catalog to use for the new asset

bpy.ops.brush.**curve_preset(*, shape='SMOOTH')**

Set brush shape

PARAMETERS:
- **shape** (*enum in ['SHARP', 'SMOOTH', 'MAX', 'LINE', 'ROUND', 'ROOT'], (optional)*) – Mode

bpy.ops.brush.**scale_size(*, scalar=1.0)**

Change brush size by a scalar

PARAMETERS:
- **scalar** (*float in [0, 2], (optional)*) – Scalar, Factor to scale brush size by

bpy.ops.brush.**sculpt_curves_falloff_preset(*, shape='SMOOTH')**

Set Curve Falloff Preset

PARAMETERS:
- **shape** (*enum in ['SHARP', 'SMOOTH', 'MAX', 'LINE', 'ROUND', 'ROOT'], (optional)*) – Mode

bpy.ops.brush.**stencil_control(*, mode='TRANSLATION', texmode='PRIMARY')**

Control the stencil brush

PARAMETERS:
- **mode** (*enum in ['TRANSLATION', 'SCALE', 'ROTATION'], (optional)*) – Tool
- **texmode** (*enum in ['PRIMARY', 'SECONDARY'], (optional)*) – Tool

bpy.ops.brush.**stencil_fit_image_aspect(*, use_repeat=True, use_scale=True, mask=False)**

When using an image texture, adjust the stencil size to fit the image aspect ratio

PARAMETERS:
- **use_repeat** (*boolean, (optional)*) – Use Repeat, Use repeat mapping values
- **use_scale** (*boolean, (optional)*) – Use Scale, Use texture scale values

- **mask** (*boolean, (optional)*) – Modify Mask Stencil, Modify either the primary or mask stencil

bpy.ops.brush.**stencil_reset_transform(*, mask=False)**

Reset the stencil transformation to the default

PARAMETERS:

mask (*boolean, (optional)*) – Modify Mask Stencil, Modify either the primary or mask stencil