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Paint(bpy_struct)

base class — [bpy_struct](#)

subclasses — [CurvesSculpt](#), [GpPaint](#), [GpSculptPaint](#), [GpVertexPaint](#), [GpWeightPaint](#), [ImagePaint](#), [SculptVertexPaint](#)

class bpy.types.Paint(bpy_struct)

brush

Active brush

TYPE:

[Brush](#), (readonly)

brush_asset_reference

A weak reference to the matching brush asset, used e.g. to restore the last used brush on file load

TYPE:

[AssetWeakReference](#), (readonly)

cavity_curve

Editable cavity curve

TYPE:

[CurveMapping](#), (readonly, never None)

eraser_brush

Default eraser brush for quickly alternating with the main brush

TYPE:

[Brush](#)

eraser_brush_asset_reference

A weak reference to the matching brush asset, used e.g. to restore the last used brush on file load

TYPE:

[AssetWeakReference](#), (readonly)

palette

Active Palette

TYPE:

[Palette](#)

show_brush

TYPE:

boolean, default False

show_brush_on_surface

TYPE:

boolean, default False

show_low_resolution

For multires, show low resolution while navigating the view

TYPE:

boolean, default False

tile_offset

Stride at which tiled strokes are copied

TYPE:

`mathutils.Vector` of 3 items in `[0.01, inf]`, default `(0.0, 0.0, 0.0)`

tile_x

Tile along X axis

TYPE:

boolean, default False

tile_y

Tile along Y axis

TYPE:

boolean, default False

tile_z

Tile along Z axis

TYPE:

boolean, default False

use_cavity

Mask painting according to mesh geometry cavity

TYPE:

boolean, default False

use_sculpt_delay_updates

Update the geometry when it enters the view, providing faster view navigation

TYPE:

boolean, default False

use_symmetry_feather

Reduce the strength of the brush where it overlaps symmetrical daubs

TYPE:

boolean, default False

use_symmetry_x

Mirror brush across the X axis

TYPE:

boolean, default False

use_symmetry_y

Mirror brush across the Y axis

TYPE:

boolean, default False

use_symmetry_z

Mirror brush across the Z axis

TYPE:

boolean, default False

classmethod `bl_ma_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_ma_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

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |