VolumeToMeshModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

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

adaptivity

Reduces the final face count by simplifying geometry where detail is not needed

TYPE:

float in [0, 1], default 0.0

grid_name

Grid in the volume object that is converted to a mesh

TYPE:

string, default "", (never None)

object

Object

TYPE:

Object

resolution_mode

Mode for how the desired voxel size is specified

- `GRID` Grid – Use resolution of the volume grid.
- `VOXEL_AMOUNT` Voxel Amount – Desired number of voxels along one axis.
- `VOXEL_SIZE` Voxel Size – Desired voxel side length.

TYPE:

enum in ['GRID', 'VOXEL_AMOUNT', 'VOXEL_SIZE'], default 'GRID'

threshold

Voxels with a larger value are inside the generated mesh

TYPE:

float in [0, inf], default 0.0

use_smooth_shade

Output faces with smooth shading rather than flat shaded

TYPE:

boolean, default False

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_viewport`
- `Modifier.show_render`
- `Modifier.show_in_editmode`
- `Modifier.show_on_cage`
- `Modifier.show_expanded`
- `Modifier.is_active`
- `Modifier.use_pin_to_last`
- `Modifier.is_override_data`
- `Modifier.use_apply_on_spline`
- `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`