

[Skip to content](#)

# GreasePencilMultiplyModifier(Modifier)

base classes — [bpy\\_struct](#), [Modifier](#)

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

Generate multiple strokes from one stroke

## **distance**

Distance of duplications

### **TYPE:**

float in  $[-\infty, \infty]$ , default 0.1

## **duplicates**

How many copies of strokes be displayed

### **TYPE:**

int in  $[0, 999]$ , default 3

## **fading\_center**

Fade center

### **TYPE:**

float in  $[0, 1]$ , default 0.5

## **fading\_opacity**

Fade influence of stroke's opacity

### **TYPE:**

float in  $[0, 1]$ , default 0.5

## **fading\_thickness**

Fade influence of stroke's thickness

### **TYPE:**

float in  $[0, 1]$ , 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

**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

**offset**

Offset of duplicates, -1 to 1 (inner to outer)

**TYPE:**

float in [-inf, inf], default 0.0

**open\_fading\_panel**

**TYPE:**

boolean, default False

**open\_influence\_panel**

**TYPE:**

boolean, default False

**use\_fade**

Fade the stroke thickness for each generated stroke

**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

**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`

