Brush(ID)

base classes — bpy_struct, ID

class bpy.types.**Brush(ID)**

Brush data-block for storing brush settings for painting and sculpting

area_radius_factor

Ratio between the brush radius and the radius that is going to be used to sample the area center

TYPE:

float in [0, 2], default 0.5

auto_smooth_factor

Amount of smoothing to automatically apply to each stroke

TYPE:

float in [0, 1], default 0.0

automasking_boundary_edges_propagation_steps

Distance where boundary edge automasking is going to protect vertices from the fully masked edge

TYPE:

int in [1, 20], default 1

automasking_cavity_blur_steps

The number of times the cavity mask is blurred

TYPE:

int in [0, 25], default 0

automasking_cavity_curve

Curve used for the sensitivity

TYPE:

CurveMapping, (readonly)

automasking_cavity_factor

The contrast of the cavity mask

TYPE:

float in [0, 5], default 1.0

automasking_start_normal_falloff

Extend the angular range with a falloff gradient

TYPE:

float in [0.0001, 1], default 0.25

automasking_start_normal_limit

The range of angles that will be affected

TYPE:

float in [0.0001, 3.14159], default 0.349066

automasking_view_normal_falloff

Extend the angular range with a falloff gradient

TYPE:

float in [0.0001, 1], default 0.25

automasking_view_normal_limit

The range of angles that will be affected

TYPE:

float in [0.0001, 3.14159], default 1.5708

blend

Brush blending mode

- `MIX` Mix – Use Mix blending mode while painting.
- `DARKEN` Darken – Use Darken blending mode while painting.
- `MUL` Multiply – Use Multiply blending mode while painting.
- `COLORBURN` Color Burn – Use Color Burn blending mode while painting.
- `LINEARBURN` Linear Burn – Use Linear Burn blending mode while painting.
- `LIGHTEN` Lighten – Use Lighten blending mode while painting.
- `SCREEN` Screen – Use Screen blending mode while painting.
- `COLORDODGE` Color Dodge – Use Color Dodge blending mode while painting.
- `ADD` Add – Use Add blending mode while painting.
- `OVERLAY` Overlay – Use Overlay blending mode while painting.
- `SOFTLIGHT` Soft Light – Use Soft Light blending mode while painting.
- `HARDLIGHT` Hard Light – Use Hard Light blending mode while painting.
- `VIVIDLIGHT` Vivid Light – Use Vivid Light blending mode while painting.
- `LINEARLIGHT` Linear Light – Use Linear Light blending mode while painting.
- `PINLIGHT` Pin Light – Use Pin Light blending mode while painting.
- `DIFFERENCE` Difference – Use Difference blending mode while painting.
- `EXCLUSION` Exclusion – Use Exclusion blending mode while painting.
- `SUB` Subtract – Use Subtract blending mode while painting.
- `HUE` Hue – Use Hue blending mode while painting.
- `SATURATION` Saturation – Use Saturation blending mode while painting.
- `COLOR` Color – Use Color blending mode while painting.
- `LUMINOSITY` Value – Use Value blending mode while painting.
- `ERASE_ALPHA` Erase Alpha – Erase alpha while painting.
- `ADD_ALPHA` Add Alpha – Add alpha while painting.

TYPE:

enum in [‘MIX’, ‘DARKEN’, ‘MUL’, ‘COLORBURN’, ‘LINEARBURN’, ‘LIGHTEN’, ‘SCREEN’, ‘COLORDODGE’, ‘ADD’, ‘OVERLAY’, ‘SOFTLIGHT’, ‘HARDLIGHT’, ‘VIVIDLIGHT’, ‘LINEARLIGHT’, ‘PINLIGHT’, ‘DIFFERENCE’, ‘EXCLUSION ‘SUB’, ‘HUE’, ‘SATURATION’, ‘COLOR’, ‘LUMINOSITY’, ‘ERASE_ALPHA’, ‘ADD_ALPHA’], default ‘MIX’

blur_kernel_radius

Radius of kernel used for soften and sharpen in pixels

TYPE:

int in [1, 10000], default 2

blur_mode

TYPE:

enum in [‘BOX’, ‘GAUSSIAN’], default ‘GAUSSIAN’

boundary_deform_type

Deformation type that is used in the brush

TYPE:

enum in [‘BEND’, ‘EXPAND’, ‘INFLATE’, ‘GRAB’, ‘TWIST’, ‘SMOOTH’], default ‘BEND’

boundary_falloff_type

How the brush falloff is applied across the boundary

- `CONSTANT` Constant – Applies the same deformation in the entire boundary.
- `RADIUS` Brush Radius – Applies the deformation in a localized area limited by the brush radius.
- `LOOP` Loop – Applies the brush falloff in a loop pattern.
- `LOOP_INVERT` Loop and Invert – Applies the falloff radius in a loop pattern, inverting the displacement direction in each pattern repetition.

TYPE:

enum in [‘CONSTANT’, ‘RADIUS’, ‘LOOP’, ‘LOOP_INVERT’], default ‘CONSTANT’

boundary_offset

Offset of the boundary origin in relation to the brush radius

TYPE:

float in [0, 30], default 0.0

brush_capabilities

Brush’s capabilities

TYPE:

`BrushCapabilities`, (readonly, never None)

cloth_constraint_softbody_strength

How much the cloth preserves the original shape, acting as a soft body

TYPE:

float in [0, 1], default 0.0

cloth_damping

How much the applied forces are propagated through the cloth

TYPE:

float in [0.01, 1], default 0.01

cloth_deform_type

Deformation type that is used in the brush

TYPE:

enum in [‘DRAG’, ‘PUSH’, ‘PINCH_POINT’, ‘PINCH_PERPENDICULAR’, ‘INFLATE’, ‘GRAB’, ‘EXPAND’, ‘SNAKE_HOOK’], default ‘DRAG’

cloth_force_falloff_type

Shape used in the brush to apply force to the cloth

TYPE:

enum in [‘RADIAL’, ‘PLANE’], default ‘RADIAL’

cloth_mass

Mass of each simulation particle

TYPE:

float in [0.01, 2], default 1.0

cloth_sim_falloff

Area to apply deformation falloff to the effects of the simulation

TYPE:

float in [0, 1], default 0.75

cloth_sim_limit

Factor added relative to the size of the radius to limit the cloth simulation effects

TYPE:

float in [0.1, 10], default 2.5

cloth_simulation_area_type

Part of the mesh that is going to be simulated when the stroke is active

- `LOCAL` Local – Simulates only a specific area around the brush limited by a fixed radius.
- `GLOBAL` Global – Simulates the entire mesh.
- `DYNAMIC` Dynamic – The active simulation area moves with the brush.

TYPE:

enum in ['LOCAL', 'GLOBAL', 'DYNAMIC'], default 'LOCAL'

color

TYPE:

`mathutils.Color` of 3 items in [0, inf], default (1.0, 1.0, 1.0)

color_type

Use single color or gradient when painting

- `COLOR` Color – Paint with a single color.
- `GRADIENT` Gradient – Paint with a gradient.

TYPE:

enum in ['COLOR', 'GRADIENT'], default 'COLOR'

crease_pinch_factor

How much the crease brush pinches

TYPE:

float in [0, 1], default 0.5

cursor_color_add

Color of cursor when adding

TYPE:

float array of 4 items in [0, inf], default (1.0, 0.39, 0.39, 0.9)

cursor_color_subtract

Color of cursor when subtracting

TYPE:

float array of 4 items in [0, inf], default (0.39, 0.39, 1.0, 0.9)

cursor_overlay_alpha

TYPE:

int in [0, 100], default 33

curve

Editable falloff curve

TYPE:

`CurveMapping`, (readonly, never None)

curve_preset

TYPE:

enum in Brush Curve Preset Items, default 'CUSTOM'

curves_sculpt_settings

TYPE:

`BrushCurvesSculptSettings`, (readonly)

curves_sculpt_tool

TYPE:

enum in Brush Curves Sculpt Brush Type Items, default 'COMB'

dash_ratio

Ratio of samples in a cycle that the brush is enabled

TYPE:

float in [0, 1], default 1.0

dash_samples

Length of a dash cycle measured in stroke samples

TYPE:

int in [1, 10000], default 20

deform_target

How the deformation of the brush will affect the object

- `GEOMETRY` Geometry – Brush deformation displaces the vertices of the mesh.
- `CLOTH_SIM` Cloth Simulation – Brush deforms the mesh by deforming the constraints of a cloth simulation.

TYPE:

enum in ['GEOMETRY', 'CLOTH_SIM'], default 'GEOMETRY'

density

Amount of random elements that are going to be affected by the brush

TYPE:

float in [0, 1], default 0.0

direction

- `ADD` Add – Add effect of brush.
- `SUBTRACT` Subtract – Subtract effect of brush.

TYPE:

enum in ['ADD', 'SUBTRACT'], default 'ADD'

disconnected_distance_max

Maximum distance to search for disconnected loose parts in the mesh

TYPE:

float in [0, 10], default 0.1

elastic_deform_type

Deformation type that is used in the brush

TYPE:

enum in ['GRAB', 'GRAB_BISCALE', 'GRAB_TRISCALE', 'SCALE', 'TWIST'], default 'GRAB'

elastic_deform_volume_preservation

Poisson ratio for elastic deformation. Higher values preserve volume more, but also lead to more bulging.

TYPE:

float in [0, 0.9], default 0.0

falloff_angle

Paint most on faces pointing towards the view according to this angle

TYPE:

float in [0, 1.5708], default 0.0

falloff_shape

Use projected or spherical falloff

- `SPHERE` Sphere – Apply brush influence in a Sphere, outwards from the center.
- `PROJECTED` Projected – Apply brush influence in a 2D circle, projected from the view.

TYPE:

enum in ['SPHERE', 'PROJECTED'], default 'SPHERE'

fill_threshold

Threshold above which filling is not propagated

TYPE:

float in [0, 100], default 0.2

flow

Amount of paint that is applied per stroke sample

TYPE:

float in [0, 1], default 0.0

gpencil_sculpt_tool

TYPE:

enum in Brush Gpencil Sculpt Types Items, default 'SMOOTH'

gpencil_settings

TYPE:

`BrushGpencilSettings`, (readonly)

gpencil_tool

TYPE:

enum in Brush Gpencil Types Items, default 'DRAW'

gpencil_vertex_tool

TYPE:

enum in Brush Gpencil Vertex Types Items, default 'DRAW'

gpencil_weight_tool

TYPE:

enum in Brush Gpencil Weight Types Items, default 'WEIGHT'

grad_spacing

Spacing before brush gradient goes full circle

TYPE:

int in [1, 10000], default 0

gradient

TYPE:

`ColorRamp`, (readonly)

gradient_fill_mode

TYPE:

enum in ['LINEAR', 'RADIAL'], default 'LINEAR'

gradient_stroke_mode

TYPE:

enum in ['PRESSURE', 'SPACING_REPEAT', 'SPACING_CLAMP'], default 'PRESSURE'

hardness

How close the brush falloff starts from the edge of the brush

TYPE:

float in [0, 1], default 0.0

has_unsaved_changes

Indicates that there are any user visible changes since the brush has been imported or read from the file

TYPE:

boolean, default False, (readonly)

height

Affectable height of brush (i.e. the layer height for the layer tool)

TYPE:

float in [0, 1], default 0.5

icon_filepath

File path to brush icon

TYPE:

string, default '', (never None)

image_paint_capabilities

TYPE:

`BrushCapabilitiesImagePaint`, (readonly, never None)

image_tool

TYPE:

enum in Brush Image Brush Type Items, default 'DRAW'

input_samples

Number of input samples to average together to smooth the brush stroke

TYPE:

int in [1, 64], default 1

invert_density_pressure

Invert the modulation of pressure in density

TYPE:

boolean, default False

invert_flow_pressure

Invert the modulation of pressure in flow

TYPE:

boolean, default False

invert_hardness_pressure

Invert the modulation of pressure in hardness

TYPE:

boolean, default False

invert_to_scrape_fill

Use Scrape or Fill brush when inverting this brush instead of inverting its displacement direction

TYPE:

boolean, default False

invert_wet_mix_pressure

Invert the modulation of pressure in wet mix

TYPE:

boolean, default False

invert_wet_persistence_pressure

Invert the modulation of pressure in wet persistence

TYPE:

boolean, default False

jitter

Jitter the position of the brush while painting

TYPE:

float in [0, 1000], default 0.0

jitter_absolute

Jitter the position of the brush in pixels while painting

TYPE:

int in [0, 1000000], default 0

jitter_unit

Jitter in screen space or relative to brush size

- `VIEW` View – Jittering happens in screen space, in pixels.
- `BRUSH` Brush – Jittering happens relative to the brush size.

TYPE:
enum in ['VIEW', 'BRUSH'], default 'BRUSH'

mask_overlay_alpha

TYPE:
int in [0, 100], default 33

mask_stencil_dimension

Dimensions of mask stencil in viewport

TYPE:
`mathutils.Vector` of 2 items in [-inf, inf], default (256.0, 256.0)

mask_stencil_pos

Position of mask stencil in viewport

TYPE:
`mathutils.Vector` of 2 items in [-inf, inf], default (256.0, 256.0)

mask_texture

TYPE:
`Texture`

mask_texture_slot

TYPE:
`BrushTextureSlot` , (readonly)

mask_tool

TYPE:
enum in ['DRAW', 'SMOOTH'], default 'DRAW'

multiplane_scrape_angle

Angle between the planes of the crease

TYPE:
float in [0, 160], default 0.0

normal_radius_factor

Ratio between the brush radius and the radius that is going to be used to sample the normal

TYPE:
float in [0, 2], default 0.5

normal_weight

How much grab will pull vertices out of surface during a grab

TYPE:
float in [0, 1], default 0.0

paint_curve

Active paint curve

TYPE:
`PaintCurve`

falloff_curve

plane_depth

The maximum distance below the plane for affected vertices. Increasing the depth affects vertices farther below the plane.

TYPE:

float in [0, 1], default 0.0

plane_height

The maximum distance above the plane for affected vertices. Increasing the height affects vertices farther above the plane.

TYPE:

float in [0, 1], default 1.0

plane_inversion_mode

Inversion Mode

- `INVERT_DISPLACEMENT` Invert Displacement – Displace the vertices away from the plane..
- `SWAP_DEPTH_AND_HEIGHT` Swap Height and Depth – Swap the roles of Height and Depth..

TYPE:

enum in ['INVERT_DISPLACEMENT', 'SWAP_DEPTH_AND_HEIGHT'], default 'INVERT_DISPLACEMENT'

plane_offset

Adjust plane on which the brush acts towards or away from the object surface

TYPE:

float in [-2, 2], default 0.0

plane_trim

If a vertex is further away from offset plane than this, then it is not affected

TYPE:

float in [0, 1], default 0.5

pose_deform_type

Deformation type that is used in the brush

TYPE:

enum in ['ROTATE_TWIST', 'SCALE_TRANSLATE', 'SQUASH_STRETCH'], default 'ROTATE_TWIST'

pose_ik_segments

Number of segments of the inverse kinematics chain that will deform the mesh

TYPE:

int in [1, 20], default 1

pose_offset

Offset of the pose origin in relation to the brush radius

TYPE:

float in [0, 2], default 0.0

pose_origin_type

Method to set the rotation origins for the segments of the brush

- `TOPOLOGY` Topology – Sets the rotation origin automatically using the topology and shape of the mesh as a guide.
- `FACE_SETS` Face Sets – Creates a pose segment per face sets, starting from the active face set.
- `FACE_SETS_FK` Face Sets FK – Simulates an FK deformation using the Face Set under the cursor as control

- FACE_SETS_FK Face Sets FK – Simulates an FK deformation using the Face Set under the cursor as control.

TYPE:

enum in [‘TOPOLOGY’, ‘FACE_SETS’, ‘FACE_SETS_FK’], default ‘TOPOLOGY’

pose_smooth_iterations

Smooth iterations applied after calculating the pose factor of each vertex

TYPE:

int in [0, 100], default 4

rake_factor

How much grab will follow cursor rotation

TYPE:

float in [0, 10], default 0.0

rate

Interval between paints for Airbrush

TYPE:

float in [0.0001, 10000], default 0.1

sculpt_capabilities

TYPE:

`BrushCapabilitiesSculpt`, (readonly, never None)

sculpt_plane

TYPE:

enum in [‘AREA’, ‘VIEW’, ‘X’, ‘Y’, ‘Z’], default ‘AREA’

sculpt_tool

TYPE:

enum in Brush Sculpt Brush Type Items, default ‘DRAW’

secondary_color

TYPE:

`mathutils.Color` of 3 items in [0, inf], default (0.0, 0.0, 0.0)

sharp_threshold

Threshold below which, no sharpening is done

TYPE:

float in [0, 100], default 0.0

show_multiplane_scrape_planes_preview

Preview the scrape planes in the cursor during the stroke

TYPE:

boolean, default False

size

Radius of the brush in pixels

TYPE:

int in [1, 5000], default 35

slide_deform_type

Deformation type that is used in the brush

TYPE:

enum in [‘DRAG’, ‘PINCH’, ‘EXPAND’], default ‘DRAG’

smear_deform_type

Deformation type that is used in the brush

TYPE:

enum in [‘DRAG’, ‘PINCH’, ‘EXPAND’], default ‘DRAG’

smooth_deform_type

Deformation type that is used in the brush

- `LAPLACIAN` Laplacian – Smooths the surface and the volume.
- `SURFACE` Surface – Smooths the surface of the mesh, preserving the volume.

TYPE:

enum in [‘LAPLACIAN’, ‘SURFACE’], default ‘LAPLACIAN’

smooth_stroke_factor

Higher values give a smoother stroke

TYPE:

float in [0.5, 0.99], default 0.9

smooth_stroke_radius

Minimum distance from last point before stroke continues

TYPE:

int in [10, 200], default 75

snake_hook_deform_type

Deformation type that is used in the brush

- `FALLOFF` Radius Falloff – Applies the brush falloff in the tip of the brush.
- `ELASTIC` Elastic – Modifies the entire mesh using elastic deform.

TYPE:

enum in [‘FALLOFF’, ‘ELASTIC’], default ‘FALLOFF’

spacing

Spacing between brush daubs as a percentage of brush diameter

TYPE:

int in [1, 1000], default 10

stabilize_normal

Stabilize the orientation of the brush plane.

TYPE:

float in [0, 1], default 0.0

stabilize_plane

Stabilize the center of the brush plane.

TYPE:

float in [0, 1], default 0.0

float in [0, 1], default 0.0

stencil_dimension

Dimensions of stencil in viewport

TYPE:

mathutils.Vector of 2 items in [-inf, inf], default (256.0, 256.0)

stencil_pos

Position of stencil in viewport

TYPE:

mathutils.Vector of 2 items in [-inf, inf], default (256.0, 256.0)

strength

How powerful the effect of the brush is when applied

TYPE:

float in [0, 10], default 1.0

stroke_method

- DOTS Dots – Apply paint on each mouse move step.
- DRAG_DOT Drag Dot – Allows a single dot to be carefully positioned.
- SPACE Space – Limit brush application to the distance specified by spacing.
- AIRBRUSH Airbrush – Keep applying paint effect while holding mouse (spray).
- ANCHORED Anchored – Keep the brush anchored to the initial location.
- LINE Line – Draw a line with dabs separated according to spacing.
- CURVE Curve – Define the stroke curve with a Bézier curve (dabs are separated according to spacing).

TYPE:

enum in ['DOTS', 'DRAG_DOT', 'SPACE', 'AIRBRUSH', 'ANCHORED', 'LINE', 'CURVE'], default 'DOTS'

surface_smooth_current_vertex

How much the position of each individual vertex influences the final result

TYPE:

float in [0, 1], default 0.0

surface_smooth_iterations

Number of smoothing iterations per brush step

TYPE:

int in [1, 10], default 0

surface_smooth_shape_preservation

How much of the original shape is preserved when smoothing

TYPE:

float in [0, 1], default 0.0

texture

TYPE:

Texture

texture_overlay_alpha

TYPE:

int in [0, 100], default 33

int in [0, 100], default 35

texture_sample_bias

Value added to texture samples

TYPE:

float in [-1, 1], default 0.0

texture_slot

TYPE:

BrushTextureSlot, (readonly)

tilt_strength_factor

How much the tilt of the pen will affect the brush

TYPE:

float in [0, 1], default 0.0

tip_roundness

Roundness of the brush tip

TYPE:

float in [0, 1], default 1.0

tip_scale_x

Scale of the brush tip in the X axis

TYPE:

float in [0, 1], default 1.0

topology_rake_factor

Automatically align edges to the brush direction to generate cleaner topology and define sharp features. Best used on low-poly meshes as it ha
a performance impact.

TYPE:

float in [0, 1], default 0.0

unprojected_radius

Radius of brush in Blender units

TYPE:

float in [0.001, inf], default 0.05

use_accumulate

Accumulate stroke daubs on top of each other

TYPE:

boolean, default False

use_adaptive_space

Space daubs according to surface orientation instead of screen space

TYPE:

boolean, default False

use_airbrush

Keep applying paint effect while holding mouse (spray)

TYPE:

TYPE:

boolean, default False

use_alpha

When this is disabled, lock alpha while painting

TYPE:

boolean, default True

use_anchor

Keep the brush anchored to the initial location

TYPE:

boolean, default False

use_automasking_boundary_edges

Do not affect non manifold boundary edges

TYPE:

boolean, default False

use_automasking_boundary_face_sets

Do not affect vertices that belong to a Face Set boundary

TYPE:

boolean, default False

use_automasking_cavity

Do not affect vertices on peaks, based on the surface curvature

TYPE:

boolean, default False

use_automasking_cavity_inverted

Do not affect vertices within crevices, based on the surface curvature

TYPE:

boolean, default False

use_automasking_custom_cavity_curve

Use custom curve

TYPE:

boolean, default False

use_automasking_face_sets

Affect only vertices that share Face Sets with the active vertex

TYPE:

boolean, default False

use_automasking_start_normal

Affect only vertices with a similar normal to where the stroke starts

TYPE:

boolean, default False

use_automasking_topology

Affect only vertices connected to the active vertex under the brush

TYPE:

boolean, default False

use_automasking_view_normal

Affect only vertices with a normal that faces the viewer

TYPE:

boolean, default False

use_automasking_view_occlusion

Only affect vertices that are not occluded by other faces (slower performance)

TYPE:

boolean, default False

use_cloth_collision

Collide with objects during the simulation

TYPE:

boolean, default False

use_cloth_pin_simulation_boundary

Lock the position of the vertices in the simulation falloff area to avoid artifacts and create a softer transition with unaffected areas

TYPE:

boolean, default False

use_color_as_displacement

Handle each pixel color as individual vector for displacement (area plane mapping only)

TYPE:

boolean, default False

use_connected_only

Affect only topologically connected elements

TYPE:

boolean, default False

use_cursor_overlay

Show cursor in viewport

TYPE:

boolean, default False

use_cursor_overlay_override

Don’t show overlay during a stroke

TYPE:

boolean, default False

use_curve

Define the stroke curve with a Bézier curve. Dabs are separated according to spacing.

TYPE:

boolean, default False

use_custom_icon

Set the brush icon from an image file

TYPE:

boolean, default False

use_density_pressure

Use pressure to modulate density

TYPE:

boolean, default False

use_edge_to_edge

Drag anchor brush from edge-to-edge

TYPE:

boolean, default False

use_flow_pressure

Use pressure to modulate flow

TYPE:

boolean, default False

use_frontface

Brush only affects vertices that face the viewer

TYPE:

boolean, default False

use_frontface_falloff

Blend brush influence by how much they face the front

TYPE:

boolean, default False

use_grab_active_vertex

Apply the maximum grab strength to the active vertex instead of the cursor location

TYPE:

boolean, default False

use_grab_silhouette

Grabs trying to automask the silhouette of the object

TYPE:

boolean, default False

use_hardness_pressure

Use pressure to modulate hardness

TYPE:

boolean, default False

use_inverse_smooth_pressure

Lighter pressure causes more smoothing to be applied

TYPE:

TYPE:

boolean, default False

use_line

Draw a line with dabs separated according to spacing

TYPE:

boolean, default False

use_locked_size

Measure brush size relative to the view or the scene

- `VIEW` View – Measure brush size relative to the view.
- `SCENE` Scene – Measure brush size relative to the scene.

TYPE:

enum in [‘VIEW’, ‘SCENE’], default ‘VIEW’

use_multiplane_scrape_dynamic

The angle between the planes changes during the stroke to fit the surface under the cursor

TYPE:

boolean, default False

use_offset_pressure

Enable tablet pressure sensitivity for offset

TYPE:

boolean, default False

use_original_normal

When locked keep using normal of surface where stroke was initiated

TYPE:

boolean, default False

use_original_plane

When locked keep using the plane origin of surface where stroke was initiated

TYPE:

boolean, default False

use_paint_antialiasing

Smooths the edges of the strokes

TYPE:

boolean, default True

use_paint_grease_pencil

Use this brush in Grease Pencil drawing mode

TYPE:

boolean, default False

use_paint_image

Use this brush in texture paint mode

TYPE:

boolean, default True

boolean, default True

use_paint_sculpt

Use this brush in sculpt mode

TYPE:

boolean, default True

use_paint_sculpt_curves

Use this brush in sculpt curves mode

TYPE:

boolean, default False

use_paint_uv_sculpt

Use this brush in UV sculpt mode

TYPE:

boolean, default False

use_paint_vertex

Use this brush in vertex paint mode

TYPE:

boolean, default True

use_paint_weight

Use this brush in weight paint mode

TYPE:

boolean, default True

use_persistent

Sculpt on a persistent layer of the mesh

TYPE:

boolean, default False

use_plane_trim

Limit the distance from the offset plane that a vertex can be affected

TYPE:

boolean, default False

use_pose_ik_anchored

Keep the position of the last segment in the IK chain fixed

TYPE:

boolean, default False

use_pose_lock_rotation

Do not rotate the segment when using the scale deform mode

TYPE:

boolean, default False

use_pressure_area_radius

Enable tablet pressure sensitivity for area radius

TYPE:

boolean, default False

use_pressure_jitter

Enable tablet pressure sensitivity for jitter

TYPE:

boolean, default False

use_pressure_masking

Pen pressure makes texture influence smaller

TYPE:

enum in [‘NONE’, ‘RAMP’, ‘CUTOFF’], default ‘NONE’

use_pressure_size

Enable tablet pressure sensitivity for size

TYPE:

boolean, default False

use_pressure_spacing

Enable tablet pressure sensitivity for spacing

TYPE:

boolean, default False

use_pressure_strength

Enable tablet pressure sensitivity for strength

TYPE:

boolean, default True

use_primary_overlay

Show texture in viewport

TYPE:

boolean, default False

use_primary_overlay_override

Don’t show overlay during a stroke

TYPE:

boolean, default False

use_restore_mesh

Allow a single dot to be carefully positioned

TYPE:

boolean, default False

use_scene_spacing

Calculate the brush spacing using view or scene distance

- `VIEW` View – Calculate brush spacing relative to the view.
- `SCENE` Scene – Calculate brush spacing relative to the scene using the stroke location.

TYPE:

enum in [‘VIEW’, ‘SCENE’], default ‘VIEW’

use_secondary_overlay

Show texture in viewport

TYPE:

boolean, default False

use_secondary_overlay_override

Don’t show overlay during a stroke

TYPE:

boolean, default False

use_smooth_stroke

Brush lags behind mouse and follows a smoother path

TYPE:

boolean, default False

use_space

Limit brush application to the distance specified by spacing

TYPE:

boolean, default True

use_space_attenuation

Automatically adjust strength to give consistent results for different spacings

TYPE:

boolean, default True

use_vertex_grease_pencil

Use this brush in Grease Pencil vertex color mode

TYPE:

boolean, default False

use_wet_mix_pressure

Use pressure to modulate wet mix

TYPE:

boolean, default False

use_wet_persistence_pressure

Use pressure to modulate wet persistence

TYPE:

boolean, default False

vertex_paint_capabilities

TYPE:

`BrushCapabilitiesVertexPaint`, (readonly, never None)

vertex_tool

TYPE:

enum in Brush Vertex Brush Type Items, default ‘DRAW’

weight

Vertex weight when brush is applied

TYPE:

float in [0, 1], default 1.0

weight_paint_capabilities

TYPE:

`BrushCapabilitiesWeightPaint`, (readonly, never None)

weight_tool

TYPE:

enum in Brush Weight Brush Type Items, default 'DRAW'

wet_mix

Amount of paint that is picked from the surface into the brush color

TYPE:

float in [0, 1], default 0.0

wet_paint_radius_factor

Ratio between the brush radius and the radius that is going to be used to sample the color to blend in wet paint

TYPE:

float in [0, 2], default 0.5

wet_persistence

Amount of wet paint that stays in the brush after applying paint to the surface

TYPE:

float in [0, 1], 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`
- `ID.name`
- `ID.is_missing`

- ID.name_full
- ID.id_type
- ID.session_uid
- ID.is_evaluated
- ID.original
- ID.users
- ID.use_fake_user
- ID.use_extra_user
- ID.is_embedded_data
- ID.is_runtime_data
- ID.is_editable
- ID.tag
- ID.is_library_indirect
- ID.library
- ID.library_weak_reference
- ID.asset_data
- ID.override_library
- ID.preview

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
- ID.rename
- ID.evaluated_get
- ID.copy
- ID.asset_mark
- ID.asset_clear
- ID.asset_generate_preview
- ID.override_create
- ID.override_hierarchy_create
- ID.user_clear
- ID.user_remap
- ID.make_local
- ID.user_of_id
- ID.animation_data_create
- ID.animation_data_clear
- ID.update_tag
- ID.preview_ensure
- ID.bl_rna_get_subclass
- ID.bl_rna_get_subclass_py

References

- bpy.context.brush
- BlendData.brushes
- BlendDataBrushes.create_gpencil_data
- BlendDataBrushes.new
- BlendDataBrushes.remove
- Paint.brush
- Paint.eraser_brush