MaskModifier (Modifier)

```
base classes — bpy_struct, Modifier
class bpy.types.MaskModifier(Modifier)
    Mask modifier to hide parts of the mesh
     armature
         Armature to use as source of bones to mask
         TYPE:
              Object
     invert_vertex_group
         Use vertices that are not part of region defined
         TYPE:
              boolean, default False
     mode
         TYPE:
              enum in ['VERTEX_GROUP', 'ARMATURE'], default 'VERTEX_GROUP'
     threshold
         Weights over this threshold remain
         TYPE:
              float in [0, 1], default 0.0
     use_smooth
         Use vertex group weights to cut faces at the weight contour
         TYPE:
              boolean, default False
     vertex_group
         Vertex group name
         TYPE:
              string, default ", (never None)
     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:

RETURN TYPE:

type

Inherited Properties

• bpy struct.id data

• Modifier.show expanded

• Modifier.name

• Modifier.is active

• Modifier.type

• Modifier.use pin to last

• Modifier.show viewport • Modifier.is override data

• Modifier.show_render

• Modifier.use apply on spline

• Modifier.show in editmode • Modifier.execution time

• Modifier.show_on_cage

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.type recast

• 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.values

• Modifier.bl rna get subclass

• Modifier.bl_rna_get_subclass_py

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MaskParent(bpy stru