

# LineStyleThicknessModifier\_Curvature\_3D(LLineStyleThicknessM

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

**class** `bpy.types.LineStyleThicknessModifier_Curvature_3D(LLineStyleThicknessModifier)`

Line thickness based on the radial curvature of 3D mesh surfaces

## **blend**

Specify how the modifier value is blended into the base value

### **TYPE:**

enum in ['MIX', 'ADD', 'SUBTRACT', 'MULTIPLY', 'DIVIDE', 'DIFFERENCE', 'MINIMUM', 'MAXIMUM'], default 'MIX'

## **curvature\_max**

Maximum Curvature

### **TYPE:**

float in [0, 10000], default 0.0

## **curvature\_min**

Minimum Curvature

### **TYPE:**

float in [0, 10000], default 0.0

## **curve**

Curve used for the curve mapping

### **TYPE:**

[CurveMapping](#), (readonly)

## **expanded**

True if the modifier tab is expanded

### **TYPE:**

boolean, default False

## **influence**

Influence factor by which the modifier changes the property

### **TYPE:**

float in [0, 1], default 0.0

## **invert**

Invert the fade-out direction of the linear mapping

### **TYPE:**

boolean, default False

## **mapping**

Select the mapping type

- `LINEAR` Linear – Use linear mapping.
- `CURVE` Curve – Use curve mapping.

**TYPE:**

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

**thickness\_max**

Maximum thickness

**TYPE:**

float in [0, 10000], default 0.0

**thickness\_min**

Minimum thickness

**TYPE:**

float in [0, 10000], default 0.0

**type**

Type of the modifier

**TYPE:**

enum in [LineStyle Thickness Modifier Type Items](#), default 'ALONG\_STROKE', (readonly)

**use**

Enable or disable this modifier during stroke rendering

**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](#) • [LineStyleThicknessModifier.name](#)

## Inherited Functions

- [bpy\\_struct.as\\_pointer](#)
- [bpy\\_struct.driver\\_add](#)
- [bpy\\_struct.keyframe\\_insert](#)
- [bpy\\_struct.keys](#)

- `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.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`
- `LineStyleModifier.bl_rna_get_subclass`
- `LineStyleModifier.bl_rna_get_subclass_py`
- `LineStyleThicknessModifier.bl_rna_get_subcla`
- `LineStyleThicknessModifier.bl_rna_get_subcla`

[Previous](#)

[LineStyleThicknessModifier\\_CreaseAngle\(LineStyleThicknessModifier\)](#)

[LineStyleThicknessModifier\\_DistanceFromCamera\(LineStyleThicknessModifier\)](#)

Copyright © Blender Authors

Made with [Furo](#)

[Report issue on this page](#)