# LineStyleAlphaModifier DistanceFromCamera(LineStyleAlphaM

```
base classes — bpy_struct, LineStyleModifier, LineStyleAlphaModifier
```

## ${\bf class\ bpy.types. Line Style Alpha Modifier\_Distance From Camera (Line Style Alpha Modifier)}$

Change alpha transparency based on the distance from the camera

#### 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'

#### 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'
```

## range\_max

Upper bound of the input range the mapping is applied

## TYPE:

float in [-inf, inf], default 0.0

#### range min

Lower bound of the input range the mapping is applied

```
TYPE:
        float in [-inf, inf], default 0.0
type
    Type of the modifier
    TYPE:
        enum in Linestyle Alpha Modifier Type Items, default 'ALONG STROKE', (readonly)
use
    Enable or disable this modifier during stroke rendering
    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 • LineStyleAlphaModifier.name

## **Inherited Functions**

• bpy\_struct.as\_pointer • bpy struct.keyframe insert • bpy struct.driver add • bpy struct.keys • bpy\_struct.driver\_remove • bpy\_struct.path\_from\_id • bpy struct.path resolve • bpy struct.get • bpy struct.id properties clear • bpy struct.pop • bpy struct.id properties ensure • bpy struct.property overridable library set • bpy struct.id properties ui • bpy struct.property unset • bpy struct.is property hidden • bpy struct.type recast • bpy\_struct.is\_property\_overridable\_library • bpy\_struct.values • bpy struct.is property readonly • LineStyleModifier.bl\_rna\_get\_subclass • bpy struct.is property set • LineStyleModifier.bl rna get subclass py • bpy struct.items • LineStyleAlphaModifier.bl rna get subclass

• bpy\_struct.keyframe\_delete

• LineStyleAlphaModifier.bl\_rna\_get\_subclass\_p

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