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# VertexPaint(Paint)

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

**class** bpy.types.VertexPaint(Paint)

Properties of vertex and weight paint mode

**radial\_symmetry**

Number of times to copy strokes across the surface

**TYPE:**

int array of 3 items in [1, 64], default (1, 1, 1)

**use\_group\_restrict**

Restrict painting to vertices in the group

**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](#)
- [Paint.brush](#)
- [Paint.brush\\_asset\\_reference](#)
- [Paint.eraser\\_brush](#)
- [Paint.eraser\\_brush\\_asset\\_reference](#)
- [Paint.palette](#)
- [Paint.show\\_brush](#)
- [Paint.show\\_brush\\_on\\_surface](#)
- [Paint.show\\_low\\_resolution](#)
- [Paint.use\\_sculpt\\_delay\\_updates](#)
- [Paint.use\\_symmetry\\_x](#)
- [Paint.use\\_symmetry\\_y](#)
- [Paint.use\\_symmetry\\_z](#)
- [Paint.use\\_symmetry\\_feather](#)
- [Paint.cavity\\_curve](#)
- [Paint.use\\_cavity](#)
- [Paint.tile\\_offset](#)
- [Paint.tile\\_x](#)
- [Paint.tile\\_y](#)
- [Paint.tile\\_z](#)

## 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`
- `Paint.bl_rna_get_subclass`
- `Paint.bl_rna_get_subclass_py`

## References

- `ToolSettings.vertex_paint` • `ToolSettings.weight_paint`