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WarpModifier(Modifier)

base classes — [bpy_struct](#), [Modifier](#)

class bpy.types.WarpModifier(Modifier)

Warp modifier

bone_from

Bone to transform from

TYPE:

string, default ‘’, (never None)

bone_to

Bone defining offset

TYPE:

string, default ‘’, (never None)

falloff_curve

Custom falloff curve

TYPE:

[CurveMapping](#), (readonly)

falloff_radius

Radius to apply

TYPE:

float in [-inf, inf], default 1.0

falloff_type

TYPE:

enum in [‘NONE’, ‘CURVE’, ‘SMOOTH’, ‘SPHERE’, ‘ROOT’, ‘INVERSE_SQUARE’, ‘SHARP’, ‘LINEAR’, ‘CONSTANT’],
default ‘SMOOTH’

invert_vertex_group

Invert vertex group influence

TYPE:

boolean, default False

object_from

Object to transform from

TYPE:

[Object](#)

object_to

Object to transform to

TYPE:

[Object](#)

strength

TYPE:

.....

float in [-inf, inf], default 1.0

texture

TYPE:

[Texture](#)

texture_coords

- `LOCAL` Local – Use the local coordinate system for the texture coordinates.
- `GLOBAL` Global – Use the global coordinate system for the texture coordinates.
- `OBJECT` Object – Use the linked object's local coordinate system for the texture coordinates.
- `UV` UV – Use UV coordinates for the texture coordinates.

TYPE:

enum in ['LOCAL', 'GLOBAL', 'OBJECT', 'UV'], default 'LOCAL'

texture_coords_bone

Bone to set the texture coordinates

TYPE:

string, default "", (never None)

texture_coords_object

Object to set the texture coordinates

TYPE:

[Object](#)

use_volume_preserve

Preserve volume when rotations are used

TYPE:

boolean, default False

uv_layer

UV map name

TYPE:

string, default "", (never None)

vertex_group

Vertex group name for modulating the deform

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:

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The class or default when not found.

RETURN TYPE:

type

Inherited Properties

- `bpy_struct.id_data`
- `Modifier.name`
- `Modifier.type`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.show_in_editmode`
- `Modifier.show_on_cage`
- `Modifier.show_expanded`
- `Modifier.is_active`
- `Modifier.use_pin_to_last`
- `Modifier.is_override_data`
- `Modifier.use_apply_on_spline`
- `Modifier.execution_time`
- `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.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`
- `Modifier.bl_rna_get_subclass`
- `Modifier.bl_rna_get_subclass_py`