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StripModifier(bpy_struct)

base class — [bpy_struct](#)

subclasses — [BrightContrastModifier](#), [ColorBalanceModifier](#), [CurvesModifier](#), [HueCorrectModifier](#), [SequencerTonemapModifierData](#), [SoundEqualizerModifier](#), [WhiteBalanceModifier](#)

class bpy.types.StripModifier(bpy_struct)

Modifier for sequence strip

input_mask_id

Mask ID used as mask input for the modifier

TYPE:

[Mask](#)

input_mask_strip

Strip used as mask input for the modifier

TYPE:

[Strip](#)

input_mask_type

Type of input data used for mask

- `STRIP` Strip – Use sequencer strip as mask input.
- `ID` Mask – Use mask ID as mask input.

TYPE:

enum in ['STRIP', 'ID'], default 'STRIP'

mask_time

Time to use for the Mask animation

- `RELATIVE` Relative – Mask animation is offset to start of strip.
- `ABSOLUTE` Absolute – Mask animation is in sync with scene frame.

TYPE:

enum in ['RELATIVE', 'ABSOLUTE'], default 'RELATIVE'

mute

Mute this modifier

TYPE:

boolean, default False

name

TYPE:

string, default "", (never None)

show_expanded

Mute expanded settings for the modifier

TYPE:

boolean, default False

type

type

TYPE:

enum in [Strip Modifier Type Items](#), default 'BRIGHT_CONTRAST', (readonly)

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`

Inherited Functions

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

- [Strip.modifiers](#)
- [StripModifiers.remove](#)
- [StripModifiers.new](#)

