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MaterialGPencilStyle(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.**MaterialGPencilStyle**(bpy_struct)

alignment_mode

Defines how align Dots and Boxes with drawing path and object rotation

- `PATH` Path – Follow stroke drawing path and object rotation.
- `OBJECT` Object – Follow object rotation only.
- `FIXED` Fixed – Do not follow drawing path or object rotation and keeps aligned with viewport.

TYPE:

enum in ['PATH', 'OBJECT', 'FIXED'], default 'PATH'

alignment_rotation

Additional rotation applied to dots and square texture of strokes. Only applies in texture shading mode.

TYPE:

float in [-1.5708, 1.5708], default 0.0

color

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

fill_color

Color for filling region bounded by each stroke

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

fill_image

TYPE:

[Image](#)

fill_style

Select style used to fill strokes

- `SOLID` Solid – Fill area with solid color.
- `GRADIENT` Gradient – Fill area with gradient color.
- `TEXTURE` Texture – Fill area with image texture.

TYPE:

enum in ['SOLID', 'GRADIENT', 'TEXTURE'], default 'SOLID'

flip

Flip filling colors

TYPE:

boolean, default False

ghost

Display strokes using this color when showing onion skins

TYPE:

boolean, default False

gradient_type

Select type of gradient used to fill strokes

- `LINEAR` Linear – Fill area with gradient color.
- `RADIAL` Radial – Fill area with radial gradient.

TYPE:

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

hide

Set color Visibility

TYPE:

boolean, default False

is_fill_visible

True when opacity of fill is set high enough to be visible

TYPE:

boolean, default False, (readonly)

is_stroke_visible

True when opacity of stroke is set high enough to be visible

TYPE:

boolean, default False, (readonly)

lock

Protect color from further editing and/or frame changes

TYPE:

boolean, default False

mix_color

Color for mixing with primary filling color

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

mix_factor

Mix Factor

TYPE:

float in [0, 1], default 0.0

mix_stroke_factor

Mix Stroke Factor

TYPE:

float in [0, 1], default 0.0

mode

Select line type for strokes

- `LINE` Line – Draw strokes using a continuous line.
- `DOTS` Dots – Draw strokes using separated dots.

- `BOX` Squares – Draw strokes using separated squares.

TYPE:

enum in ['LINE', 'DOTS', 'BOX'], default 'LINE'

pass_index

Index number for the “Color Index” pass

TYPE:

int in [0, 32767], default 0

pixel_size

Texture Pixel Size factor along the stroke

TYPE:

float in [1, 5000], default 0.0

show_fill

Show stroke fills of this material

TYPE:

boolean, default False

show_stroke

Show stroke lines of this material

TYPE:

boolean, default False

stroke_image

TYPE:

[Image](#)

stroke_style

Select style used to draw strokes

- `SOLID` Solid – Draw strokes with solid color.
- `TEXTURE` Texture – Draw strokes using texture.

TYPE:

enum in ['SOLID', 'TEXTURE'], default 'SOLID'

texture_angle

Texture Orientation Angle

TYPE:

float in [-inf, inf], default 0.0

texture_clamp

Do not repeat texture and clamp to one instance only

TYPE:

boolean, default False

texture_offset

Shift Texture in 2d Space

TYPE:

`mathutils.Vector` of 2 items in $[-\infty, \infty]$, default (0.0, 0.0)

texture_scale

Scale Factor for Texture

TYPE:

`mathutils.Vector` of 2 items in $[-\infty, \infty]$, default (0.0, 0.0)

use_fill_holdout

Remove the color from underneath this stroke by using it as a mask

TYPE:

boolean, default False

use_overlap_strokes

Disable stencil and overlap self intersections with alpha materials

TYPE:

boolean, default False

use_stroke_holdout

Remove the color from underneath this stroke by using it as a mask

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`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`

- `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.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`

References

- `Material.grease_pencil`