GreasePencilNoiseModifier(Modifier)

base classes — bpy_struct, Modifier

class bpy.types.**GreasePencilNoiseModifier(Modifier)**

Noise effect modifier

custom_curve

Custom curve to apply effect

TYPE:

CurveMapping, (readonly)

factor

Amount of noise to apply

TYPE:

float in [0, inf], default 0.5

factor_strength

Amount of noise to apply to opacity

TYPE:

float in [0, inf], default 0.0

factor_thickness

Amount of noise to apply to thickness

TYPE:

float in [0, inf], default 0.0

factor_uvs

Amount of noise to apply to UV rotation

TYPE:

float in [0, inf], default 0.0

invert_layer_filter

Invert layer filter

TYPE:

boolean, default False

invert_layer_pass_filter

Invert layer pass filter

TYPE:

boolean, default False

invert_material_filter

Invert material filter

TYPE:

boolean, default False

invert_material_pass_filter

Invert material pass filter

TYPE:
boolean, default False

invert_vertex_group

Invert vertex group weights

TYPE:
boolean, default False

layer_filter

Layer name

TYPE:
string, default “”, (never None)

layer_pass_filter

Layer pass filter

TYPE:
int in [0, 100], default 0

material_filter

Material used for filtering

TYPE:
Material

material_pass_filter

Material pass

TYPE:
int in [0, 100], default 0

noise_offset

Offset the noise along the strokes

TYPE:
float in [0, inf], default 0.0

noise_scale

Scale the noise frequency

TYPE:
float in [0, 1], default 0.0

open_influence_panel

TYPE:
boolean, default False

open_random_panel

TYPE:
boolean, default False

random_mode

Where to perform randomization

- `STEP` Steps – Randomize every number of frames.
- `KEYFRAME` Keyframes – Randomize on keyframes only.

TYPE:
enum in ['STEP', 'KEYFRAME'], default 'STEP'

seed

Random seed

TYPE:
int in [0, inf], default 1

step

Number of frames between randomization steps

TYPE:
int in [1, 100], default 4

use_custom_curve

Use a custom curve to define a factor along the strokes

TYPE:
boolean, default False

use_layer_pass_filter

Use layer pass filter

TYPE:
boolean, default False

use_material_pass_filter

Use material pass filter

TYPE:
boolean, default False

use_random

Use random values over time

TYPE:
boolean, default True

vertex_group_name

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:

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