Skip to content

BrushCurvesSculptSettings(bpy_struct)

```
base class — bpy_struct
```

${\bf class}\ bpy.types. {\bf BrushCurvesSculptSettings(bpy_struct)}$

add amount

Number of curves added by the Add brush

TYPE:

int in [1, inf], default 0

curve_length

Length of newly added curves when it is not interpolated from other curves

TYPE:

float in [0, inf], default 0.0

curve_parameter_falloff

Falloff that is applied from the tip to the root of each curve

TYPE:

CurveMapping, (readonly)

curve_radius

Radius of newly added curves when it is not interpolated from other curves

TYPE:

float in [0, inf], default 0.01

density add attempts

How many times the Density brush tries to add a new curve

TYPE:

int in [0, inf], default 0

density_mode

Determines whether the brush adds or removes curves

- AUTO Auto Either add or remove curves depending on the minimum distance of the curves under the cursor.
- ADD Add Add new curves between existing curves, taking the minimum distance into account.
- REMOVE Remove Remove curves whose root points are too close.

TYPE:

```
enum in ['AUTO', 'ADD', 'REMOVE'], default 'AUTO'
```

$minimum_distance$

Goal distance between curve roots for the Density brush

TYPE:

float in [0, inf], default 0.0

minimum length

Avoid shrinking curves shorter than this length

TYPE:

float in [0, inf], default 0.0

points_per_curve

Number of control points in a newly added curve

TYPE:

int in [2, inf], default 0

use_length_interpolate

Use length of the curves in close proximity

TYPE:

boolean, default False

use_point_count_interpolate

Use the number of points from the curves in close proximity

TYPE:

boolean, default False

use_radius_interpolate

Use radius of the curves in close proximity

TYPE:

boolean, default True

$use_shape_interpolate$

Use shape of the curves in close proximity

TYPE:

boolean, default False

use_uniform_scale

Grow or shrink curves by changing their size uniformly instead of using trimming or extrapolation

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

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.property_unset
- 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.type_recast
- bpy struct.values

References

• Brush.curves_sculpt_settings

Previous BrushCapabilitiesWeightPaint(bpy_struct)

Report issue on this page

Copyright © Blender Authors Made with Furo

BrushGpencilSettings(bpy_stru