VertexWeightProximityModifier(Modifier)

base classes — bpy_struct, Modifier

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

Set the weights of vertices in a group from a target object's distance

falloff_type

How weights are mapped to their new values

- LINEAR Linear – Null action.
- CURVE Custom Curve.
- SHARP Sharp.
- SMOOTH Smooth.
- ROOT Root.
- ICON_SPHERECURVE Sphere.
- RANDOM Random.
- STEP Median Step – Map all values below 0.5 to 0.0, and all others to 1.0.

TYPE:

enum in ['LINEAR', 'CURVE', 'SHARP', 'SMOOTH', 'ROOT', 'ICON_SPHERECURVE', 'RANDOM', 'STEP'], default 'LINEAR'

invert_falloff

Invert the resulting falloff weight

TYPE:

boolean, default False

invert_mask_vertex_group

Invert vertex group mask influence

TYPE:

boolean, default False

map_curve

Custom mapping curve

TYPE:

CurveMapping, (readonly)

mask_constant

Global influence of current modifications on vgroup

TYPE:

float in [-inf, inf], default 1.0

mask_tex_map_bone

Which bone to take texture coordinates from

TYPE:

string, default '', (never None)

mask_tex_map_object

Which object to take texture coordinates from

TYPE:

Object

mask_tex_mapping

Which texture coordinates to use for mapping

- LOCAL Local – Use local generated coordinates.
- GLOBAL Global – Use global coordinates.
- OBJECT Object – Use local generated coordinates of another object.
- UV UV – Use coordinates from a UV layer.

TYPE:

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

mask_tex_use_channel

Which texture channel to use for masking

TYPE:

enum in ['INT', 'RED', 'GREEN', 'BLUE', 'HUE', 'SAT', 'VAL', 'ALPHA'], default 'INT'

mask_tex_uv_layer

UV map name

TYPE:

string, default "", (never None)

mask_texture

Masking texture

TYPE:

Texture

mask_vertex_group

Masking vertex group name

TYPE:

string, default "", (never None)

max_dist

Distance mapping to weight 1.0

TYPE:

float in [0, inf], default 1.0

min_dist

Distance mapping to weight 0.0

TYPE:

float in [0, inf], default 0.0

normalize

Normalize the resulting weights (otherwise they are only clamped within 0.0 to 1.0 range)

TYPE:

boolean, default False

proximity_geometry

Use the shortest computed distance to target object's geometry as weight

- `VERTEX` Vertex – Compute distance to nearest vertex.
- `EDGE` Edge – Compute distance to nearest edge.
- `FACE` Face – Compute distance to nearest face.

TYPE:

enum set in {'VERTEX', 'EDGE', 'FACE'}, default {'FACE'}

proximity_mode

Which distances to target object to use

- `OBJECT` Object – Use distance between affected and target objects.
- `GEOMETRY` Geometry – Use distance between affected object's vertices and target object, or target object's geometry.

TYPE:

enum in ['OBJECT', 'GEOMETRY'], default 'GEOMETRY'

target

Object to calculate vertices distances from

TYPE:

`Object`

vertex_group

Vertex group name

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_expanded`
- `Modifier.is_active`
- `Modifier.use_pin_to_last`
- `Modifier.is_override_data`
- `Modifier.use_apply_on_spline`

- Modifier.show_in_editmode
- Modifier.show_on_cage
- 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