# MeshDeformModifier(Modifier)

```
base classes — bpy_struct, Modifier
class bpy.types.MeshDeformModifier(Modifier)
    Mesh deformation modifier to deform with other meshes
     invert vertex group
         Invert vertex group influence
         TYPE:
              boolean, default False
     is\_bound
         Whether geometry has been bound to control cage
         TYPE:
              boolean, default False, (readonly)
     object
         Mesh object to deform with
         TYPE:
              Object
     precision
         The grid size for binding
         TYPE:
              int in [2, 10], default 5
     use dynamic bind
         Recompute binding dynamically on top of other deformers (slower and more memory consuming)
         TYPE:
              boolean, default False
     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 render
- Modifier.show on cage

- Modifier.show expanded
- Modifier.is active
- Modifier.use pin\_to\_last
- Modifier.show\_viewport Modifier.is override data
  - Modifier.use\_apply\_on\_spline
- Modifier.show in editmode 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.type\_recast
- 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.values
- Modifier.bl rna get subclass
- Modifier.bl rna get subclass py

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MeshEdge(bpy stru