

[Skip to content](#)

GreasePencilTextureModifier(Modifier)

base classes — [bpy_struct](#), [Modifier](#)

class bpy.types.GreasePencilTextureModifier(Modifier)

Transform stroke texture coordinates Modifier

alignment_rotation

Additional rotation applied to dots and square strokes

TYPE:

float in [-1.5708, 1.5708], default 0.0

fill_offset

Additional offset of the fill UV

TYPE:

[mathutils.Vector](#) of 2 items in [-inf, inf], default (0.0, 0.0)

fill_rotation

Additional rotation of the fill UV

TYPE:

float in [-inf, inf], default 0.0

fill_scale

Additional scale of the fill UV

TYPE:

float in [0.01, 100], default 1.0

fit_method

- `CONSTANT_LENGTH` Constant Length – Keep the texture at a constant length regardless of the length of each stroke.
- `FIT_STROKE` Stroke Length – Scale the texture to fit the length of each stroke.

TYPE:

enum in ['CONSTANT_LENGTH', 'FIT_STROKE'], default 'CONSTANT_LENGTH'

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

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

mode

- `STROKE` Stroke – Manipulate only stroke texture coordinates.
- `FILL` Fill – Manipulate only fill texture coordinates.
- `STROKE_AND_FILL` Stroke & Fill – Manipulate both stroke and fill texture coordinates.

TYPE:

enum in ['STROKE', 'FILL', 'STROKE_AND_FILL'], default 'STROKE'

open_influence_panel

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

uv_offset

Offset value to add to stroke UVs

--- --

TYPE:

float in $[-\text{inf}, \text{inf}]$, default 0.0

uv_scale

Factor to scale the UVs

TYPE:

float in $[0, \text{inf}]$, default 1.0

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`

[Copy struct items](#)

[Modifier.bl_to_get_subclass.py](#)

[Previous](#)
[GreasePencilSubdivModifier\(Modifier\)](#)
[Report issue on this page](#)

Copyright © Blender Authors
Made with [Furo](#)

[Next](#)
[GreasePencilThickModifierData\(Modifi](#)