GreasePencilSmoothModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

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

Smooth effect modifier

custom_curve

Custom curve to apply effect

TYPE:

`CurveMapping`, (readonly)

factor

Amount of smooth to apply

TYPE:

float in [0, 1], default 1.0

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

open_influence_panel

TYPE:

boolean, default False

step

Number of times to apply smooth (high numbers can reduce fps)

TYPE:

int in [1, 1000], default 1

use_custom_curve

Use a custom curve to define a factor along the strokes

TYPE:

boolean, default False

use_edit_position

The modifier affects the position of the point

TYPE:

boolean, default True

use_edit_strength

The modifier affects the color strength of the point

TYPE:

boolean, default False

use_edit_thickness

The modifier affects the thickness of the point

TYPE:

boolean, default False

use_edit_uv

The modifier affects the UV rotation factor of the point

TYPE:

boolean, default False

use_keep_shape

Smooth the details, but keep the overall shape

> **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_smooth_ends

Smooth ends of strokes

> **TYPE:**
> boolean, default False

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

- Modifier.show_in_editmode
- Modifier.execution_time
- Modifier.show_on_cage
- 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