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# GreasePencilOutlineModifier(Modifier)

base classes — [bpy\\_struct](#), [Modifier](#)

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

Outline of Strokes modifier from camera view

**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

**object**

Target object to define stroke start

**TYPE:**

`Object`

**open\_influence\_panel**

**TYPE:**

boolean, default False

**outline\_material**

Material used for outline strokes

**TYPE:**

`Material`

**sample\_length**

**TYPE:**

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

**subdivision**

Number of subdivisions

**TYPE:**

int in  $[0, 10]$ , default 3

**thickness**

Thickness of the perimeter stroke

**TYPE:**

int in  $[1, 1000]$ , default 1

**use\_keep\_shape**

Try to keep global shape

**TYPE:**

boolean, default True

**use\_layer\_pass\_filter**

Use layer pass filter

**TYPE:**

boolean, default False

**use\_material\_pass\_filter**

Use material pass filter

**TYPE:**

boolean, default False

**classmethod bl\_ma\_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`