Object Modifier Type Items

Modify

GREASE_PENCIL_VERTEX_WEIGHT_PROXIMITY:

Vertex Weight Proximity.

Generate vertex weights based on distance to object.

Modify

DATA_TRANSFER:

Data Transfer.

Transfer several types of data (vertex groups, UV maps, vertex colors, custom normals) from one mesh to another.

MESH_CACHE:

Mesh Cache.

Deform the mesh using an external frame-by-frame vertex transform cache.

MESH_SEQUENCE_CACHE:

Mesh Sequence Cache.

Deform the mesh or curve using an external mesh cache in Alembic format.

NORMAL_EDIT:

Normal Edit.

Modify the direction of the surface normals.

WEIGHTED_NORMAL:

Weighted Normal.

Modify the direction of the surface normals using a weighting method.

UV_PROJECT:

UV Project.

Project the UV map coordinates from the negative Z axis of another object.

UV_WARP:

UV Warp.

Transform the UV map using the difference between two objects.

VERTEX_WEIGHT_EDIT:

Vertex Weight Edit.

Modify of the weights of a vertex group.

VERTEX_WEIGHT_MIX:

Vertex Weight Mix.

Mix the weights of two vertex groups.

VERTEX_WEIGHT_PROXIMITY:

Vertex Weight Proximity.

Set the vertex group weights based on the distance to another target object.

GREASE_PENCIL_COLOR:

Hue/Saturation.

Change hue/saturation/value of the strokes.

GREASE_PENCIL_TINT:

Tint.

Tint the color of the strokes.

GREASE_PENCIL_OPACITY:

    Opacity.

    Change the opacity of the strokes.

GREASE_PENCIL_VERTEX_WEIGHT_ANGLE:

    Vertex Weight Angle.

    Generate vertex weights based on stroke angle.

GREASE_PENCIL_TIME:

    Time Offset.

    Offset keyframes.

GREASE_PENCIL_TEXTURE:

    Texture Mapping.

    Change stroke UV texture values.

Generate

ARRAY:

    Array.

    Create copies of the shape with offsets.

BEVEL:

    Bevel.

    Generate sloped corners by adding geometry to the mesh's edges or vertices.

BOOLEAN:

    Boolean.

    Use another shape to cut, combine or perform a difference operation.

BUILD:

    Build.

    Cause the faces of the mesh object to appear or disappear one after the other over time.

DECIMATE:

    Decimate.

    Reduce the geometry density.

EDGE_SPLIT:

    Edge Split.

    Split away joined faces at the edges.

NODES:

    Geometry Nodes.

MASK:

    Mask.

    Dynamically hide vertices based on a vertex group or armature.

MIRROR:

    Mirror.

    Mirror along the local X, Y and/or Z axes, over the object origin.

MESH_TO_VOLUME:

    Mesh to Volume.

MULTIRES:

    Multiresolution.

    Subdivide the mesh in a way that allows editing the higher subdivision levels.

REMESH:

Remesh.

Generate new mesh topology based on the current shape.

SCREW:

Screw.

Lathe around an axis, treating the input mesh as a profile.

SKIN:

Skin.

Create a solid shape from vertices and edges, using the vertex radius to define the thickness.

SOLIDIFY:

Solidify.

Make the surface thick.

SUBSURF:

Subdivision Surface.

Split the faces into smaller parts, giving it a smoother appearance.

TRIANGULATE:

Triangulate.

Convert all polygons to triangles.

VOLUME_TO_MESH:

Volume to Mesh.

WELD:

Weld.

Find groups of vertices closer than dist and merge them together.

WIREFRAME:

Wireframe.

Convert faces into thickened edges.

GREASE_PENCIL_ARRAY:

Array.

Duplicate strokes into an array.

GREASE_PENCIL_BUILD:

Build.

Grease Pencil build modifier.

GREASE_PENCIL_LENGTH:

Length.

Grease Pencil length modifier.

LINEART:

Line Art.

Generate Line Art from scene geometries.

GREASE_PENCIL_MIRROR:

Mirror.

Duplicate strokes like a mirror.

GREASE_PENCIL_MULTIPLY:

Multiple Strokes.

Generate multiple strokes around original strokes.

GREASE_PENCIL_SIMPLIFY:

Simplify.

Simplify stroke reducing number of points.

Simplify stroke reducing number of points.

GREASE_PENCIL_SUBDIV:

Subdivide.

Grease Pencil subdivide modifier.

GREASE_PENCIL_ENVELOPE:

Envelope.

Create an envelope shape.

GREASE_PENCIL_OUTLINE:

Outline.

Convert stroke to outline.

Deform

ARMATURE:

Armature.

Deform the shape using an armature object.

CAST:

Cast.

Shift the shape towards a predefined primitive.

CURVE:

Curve.

Bend the mesh using a curve object.

DISPLACE:

Displace.

Offset vertices based on a texture.

HOOK:

Hook.

Deform specific points using another object.

LAPLACIANDEFORM:

Laplacian Deform.

Deform based a series of anchor points.

LATTICE:

Lattice.

Deform using the shape of a lattice object.

MESH_DEFORM:

Mesh Deform.

Deform using a different mesh, which acts as a deformation cage.

SHRINKWRAP:

Shrinkwrap.

Project the shape onto another object.

SIMPLE_DEFORM:

Simple Deform.

Deform the shape by twisting, bending, tapering or stretching.

SMOOTH:

Smooth.

Smooth the mesh by flattening the angles between adjacent faces.

CORRECTIVE_SMOOTH:

Smooth Corrective.

Smooth the mesh while still preserving the volume.

LAPLACIANSMOOTH:

Smooth Laplacian.

Reduce the noise on a mesh surface with minimal changes to its shape.

SURFACE_DEFORM:

Surface Deform.

Transfer motion from another mesh.

WARP:

Warp.

Warp parts of a mesh to a new location in a very flexible way thanks to 2 specified objects.

WAVE:

Wave.

Adds a ripple-like motion to an object's geometry.

VOLUME_DISPLACE:

Volume Displace.

Deform volume based on noise or other vector fields.

GREASE_PENCIL_HOOK:

Hook.

Deform stroke points using objects.

GREASE_PENCIL_NOISE:

Noise.

Generate noise wobble in Grease Pencil strokes.

GREASE_PENCIL_OFFSET:

Offset.

Change stroke location, rotation, or scale.

GREASE_PENCIL_SMOOTH:

Smooth.

Smooth Grease Pencil strokes.

GREASE_PENCIL_THICKNESS:

Thickness.

Change stroke thickness.

GREASE_PENCIL_LATTICE:

Lattice.

Deform strokes using a lattice object.

GREASE_PENCIL_DASH:

Dot Dash.

Generate dot-dash styled strokes.

GREASE_PENCIL_ARMATURE:

Armature.

Deform stroke points using armature object.

GREASE_PENCIL_SHRINKWRAP:

Shrinkwrap.

Project the shape onto another object.

Physics

CLOTH:

    Cloth.

    Physic simulation for cloth.

COLLISION:

    Collision.

    For colliders participating in physics simulation, control which level in the modifier stack is used as the collision surface.

DYNAMIC_PAINT:

    Dynamic Paint.

    Turn objects into paint canvases and brushes, creating color attributes, image sequences, or displacement.

EXPLODE:

    Explode.

    Break apart the mesh faces and let them follow particles.

FLUID:

    Fluid.

    Physics simulation for fluids, like water, oil and smoke.

OCEAN:

    Ocean.

    Generate a moving ocean surface.

PARTICLE_INSTANCE:

    Particle Instance.

    Duplicate mesh at the location of particles.

PARTICLE_SYSTEM:

    Particle System.

    Spawn particles from the shape.

SOFT_BODY:

    Soft Body.

    Simulate soft deformable objects.

SURFACE:

    Surface.