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GreasePencilLengthModifier(Modifier)

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

class bpy.types.GreasePencilLengthModifier(Modifier)

Stretch or shrink strokes

end_factor

Added length to the end of each stroke relative to its length

TYPE:

float in $[-\infty, \infty]$, default 0.1

end_length

Absolute added length to the end of each stroke

TYPE:

float in $[-\infty, \infty]$, default 0.1

invert_curvature

Invert the curvature of the stroke's extension

TYPE:

boolean, default False

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

max_angle

Ignore points on the stroke that deviate from their neighbors by more than this angle when determining the extrapolation shape

TYPE:

float in [0, 3.14159], default 2.96706

mode

Mode to define length

- `RELATIVE` Relative – Length in ratio to the stroke's length.
- `ABSOLUTE` Absolute – Length in geometry space.

TYPE:

enum in ['RELATIVE', 'ABSOLUTE'], default 'RELATIVE'

open_curvature_panel

TYPE:

boolean, default False

open_influence_panel

TYPE:

boolean, default False

open_random_panel

TYPE:

boolean, default False

overshoot_factor

Defines what portion of the stroke is used for the calculation of the extension

TYPE:

float in [0, 1], default 0.1

point_density

Multiplied by Start/End for the total added point count

TYPE:

float in [0.1, 1000], default 30.0

random_end_factor

Size of random length added to the end of each stroke

TYPE:

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

random_offset

Smoothly offset each stroke's random value

TYPE:

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

random_start_factor

Size of random length added to the start of each stroke

TYPE:

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

seed

Random seed

TYPE:

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

segment_influence

Factor to determine how much the length of the individual segments should influence the final computed curvature. Higher factors makes small segments influence the overall curvature less.

TYPE:

float in $[-2, 3]$, default 0.0

start_factor

Added length to the start of each stroke relative to its length

TYPE:

float in $[-\text{inf}, \text{inf}]$, default 0.1

start_length

Absolute added length to the start of each stroke

TYPE:

float in $[-\text{inf}, \text{inf}]$, default 0.1

step

Number of frames between randomization steps

TYPE:

int in $[1, 100]$, default 4

use_curvature

Follow the curvature of the stroke

TYPE:

boolean, default True

use_layer_pass_filter

Use layer pass filter

TYPE:

boolean, default True

boolean, default False

use_material_pass_filter

Use material pass filter

TYPE:

boolean, default False

use_random

Use random values over time

TYPE:

boolean, default False

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.id_property_hidden`
- `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.is_property_hidden`
- `bpy_struct.is_property_overrideable_library`
- `bpy_struct.is_property_readonly`
- `bpy_struct.is_property_set`
- `bpy_struct.items`
- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`
- `Modifier.bl_rna_get_subclass`
- `Modifier.bl_rna_get_subclass_py`

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