RemeshModifier(Modifier)

base classes — bpy_struct, Modifier

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

Generate a new surface with regular topology that follows the shape of the input mesh

adaptivity

Reduces the final face count by simplifying geometry where detail is not needed, generating triangles. A value greater than 0 disables Fix Poles

TYPE:

float in [-inf, inf], default 0.0

mode

- BLOCKS Blocks – Output a blocky surface with no smoothing.
- SMOOTH Smooth – Output a smooth surface with no sharp-features detection.
- SHARP Sharp – Output a surface that reproduces sharp edges and corners from the input mesh.
- VOXEL Voxel – Output a mesh corresponding to the volume of the original mesh.

TYPE:

enum in ['BLOCKS', 'SMOOTH', 'SHARP', 'VOXEL'], default 'VOXEL'

octree_depth

Resolution of the octree; higher values give finer details

TYPE:

int in [1, 24], default 4

scale

The ratio of the largest dimension of the model over the size of the grid

TYPE:

float in [0, 0.99], default 0.9

sharpness

Tolerance for outliers; lower values filter noise while higher values will reproduce edges closer to the input

TYPE:

float in [-inf, inf], default 1.0

threshold

If removing disconnected pieces, minimum size of components to preserve as a ratio of the number of polygons in the largest component

TYPE:

float in [0, 1], default 1.0

use_remove_disconnected

TYPE:

boolean, default True

use_smooth_shade

Output faces with smooth shading rather than flat shaded

TYPE:

boolean, default False

voxel_size

Size of the voxel in object space used for volume evaluation. Lower values preserve finer details.

TYPE:

float in [0, inf], default 0.1

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