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ShrinkwrapConstraint(Constraint)

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

class bpy.types.**ShrinkwrapConstraint**(**Constraint**)

Create constraint-based shrinkwrap relationship

cull_face

Stop vertices from projecting to a face on the target when facing towards/away

- `OFF` Off – No culling.
- `FRONT` Front – No projection when in front of the face.
- `BACK` Back – No projection when behind the face.

TYPE:

enum in ['OFF', 'FRONT', 'BACK'], default 'OFF'

distance

Distance to Target

TYPE:

float in [0, inf], default 0.0

project_axis

Axis constrain to

TYPE:

enum in [Object Axis Items](#), default 'POS_X'

project_axis_space

Space for the projection axis

- `WORLD` World Space – The constraint is applied relative to the world coordinate system.
- `CUSTOM` Custom Space – The constraint is applied in local space of a custom object/bone/vertex group.
- `POSE` Pose Space – The constraint is applied in Pose Space, the object transformation is ignored.
- `LOCAL_WITH_PARENT` Local With Parent – The constraint is applied relative to the rest pose local coordinate system of the bone, including the parent-induced transformation.
- `LOCAL` Local Space – The constraint is applied relative to the local coordinate system of the object.

TYPE:

enum in ['WORLD', 'CUSTOM', 'POSE', 'LOCAL_WITH_PARENT', 'LOCAL'], default 'WORLD'

project_limit

Limit the distance used for projection (zero disables)

TYPE:

float in [0, inf], default 0.0

shrinkwrap_type

Select type of shrinkwrap algorithm for target position

- `NEAREST_SURFACE` Nearest Surface Point – Shrink the location to the nearest target surface.
- `PROJECT` Project – Shrink the location to the nearest target surface along a given axis.
- `NEAREST_VERTEX` Nearest Vertex – Shrink the location to the nearest target vertex.
- `TARGET_PROJECT` Target Normal Project – Shrink the location to the nearest target surface along the interpolated vertex normals of

the target.

TYPE:

enum in ['NEAREST_SURFACE', 'PROJECT', 'NEAREST_VERTEX', 'TARGET_PROJECT'], default 'NEAREST_SURFACE'

target

Target Mesh object

TYPE:

[Object](#)

track_axis

Axis that is aligned to the normal

TYPE:

enum in ['TRACK_X', 'TRACK_Y', 'TRACK_Z', 'TRACK_NEGATIVE_X', 'TRACK_NEGATIVE_Y', 'TRACK_NEGATIVE_Z'], default 'TRACK_X'

use_invert_cull

When projecting in the opposite direction invert the face cull mode

TYPE:

boolean, default False

use_project_opposite

Project in both specified and opposite directions

TYPE:

boolean, default False

use_track_normal

Align the specified axis to the surface normal

TYPE:

boolean, default False

wrap_mode

Select how to constrain the object to the target surface

TYPE:

enum in [Modifier Shrinkwrap Mode Items](#), default 'ON_SURFACE'

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_ma_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`
- `Constraint.name`
- `Constraint.type`
- `Constraint.is_override_data`
- `Constraint.owner_space`
- `Constraint.target_space`
- `Constraint.space_object`
- `Constraint.space_subtarget`
- `Constraint.mute`
- `Constraint.enabled`
- `Constraint.show_expanded`
- `Constraint.is_valid`
- `Constraint.active`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.error_rotation`

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`
- `Constraint.bl_rna_get_subclass`
- `Constraint.bl_rna_get_subclass_py`