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GreasePencilSimplifyModifier(Modifier)

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

class bpy.types.GreasePencilSimplifyModifier(Modifier)

Simplify Stroke modifier

distance

Distance between points

TYPE:

float in [0, inf], default 0.1

factor

Factor of Simplify

TYPE:

float in [0, 100], default 0.0

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

invert_vertex_group

Invert vertex group weights

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

length

Length of each segment

TYPE:

float in [0, inf], default 0.1

material_filter

Material used for filtering

TYPE:

`Material`

material_pass_filter

Material pass

TYPE:

int in [0, 100], default 0

mode

How to simplify the stroke

- `FIXED` Fixed – Delete alternating vertices in the stroke, except extremes.
- `ADAPTIVE` Adaptive – Use a Ramer-Douglas-Peucker algorithm to simplify the stroke preserving main shape.
- `SAMPLE` Sample – Re-sample the stroke with segments of the specified length.
- `MERGE` Merge – Simplify the stroke by merging vertices closer than a given distance.

TYPE:

enum in ['FIXED', 'ADAPTIVE', 'SAMPLE', 'MERGE'], default 'FIXED'

open_influence_panel

TYPE:

boolean, default False

sharp_threshold

Preserve corners that have sharper angle than this threshold

TYPE:

float in [0, 3.14159], default 0.0

step

Number of times to apply simplify

TYPE:

int in [1, 50], default 1

use_layer_pass_filter

Use layer pass filter

TYPE:

boolean, default False

use_material_pass_filter

Use material pass filter

Use material pass index

TYPE:

boolean, default False

vertex_group_name

Vertex group name for modulating the deform

TYPE:

string, default "", (never None)

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.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`

- [bpy_struct.is_property_set](#)
- [bpy_struct.items](#)

- [Modifier.bl_rna_get_subclass](#)
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