DynamicPaintBrushSettings(bpy_struct)

base class — bpy_struct

class bpy.types.**DynamicPaintBrushSettings(bpy_struct)**

Brush settings

invert_proximity

Proximity falloff is applied inside the volume

TYPE:

boolean, default False

paint_alpha

Paint alpha

TYPE:

float in [0, 1], default 0.0

paint_color

Color of the paint

TYPE:

mathutils.Color of 3 items in [0, inf], default (0.0, 0.0, 0.0)

paint_distance

Maximum distance from brush to mesh surface to affect paint

TYPE:

float in [0, 500], default 0.0

paint_ramp

Color ramp used to define proximity falloff

TYPE:

ColorRamp, (readonly)

paint_source

TYPE:

enum in ['PARTICLE_SYSTEM', 'POINT', 'DISTANCE', 'VOLUME_DISTANCE', 'VOLUME'], default 'VOLUME'

paint_wetness

Paint wetness, visible in wetmap (some effects only affect wet paint)

TYPE:

float in [0, 1], default 0.0

particle_system

The particle system to paint with

TYPE:

ParticleSystem

proximity_falloff

Proximity falloff type

TYPE:

enum in [‘SMOOTH’, ‘CONSTANT’, ‘RAMP’], default ‘CONSTANT’

ray_direction

Ray direction to use for projection (if brush object is located in that direction it’s painted)

TYPE:

enum in [‘CANVAS’, ‘BRUSH’, ‘Z_AXIS’], default ‘CANVAS’

smooth_radius

Smooth falloff added after solid radius

TYPE:

float in [0, 10], default 0.0

smudge_strength

Smudge effect strength

TYPE:

float in [0, 1], default 0.0

solid_radius

Radius that will be painted solid

TYPE:

float in [0.01, 10], default 0.0

use_absolute_alpha

Only increase alpha value if paint alpha is higher than existing

TYPE:

boolean, default False

use_negative_volume

Negate influence inside the volume

TYPE:

boolean, default False

use_paint_erase

Erase / remove paint instead of adding it

TYPE:

boolean, default False

use_particle_radius

Use radius from particle settings

TYPE:

boolean, default False

use_proximity_project

Brush is projected to canvas from defined direction within brush proximity

TYPE:

boolean, default False

use_proximity_ramp_alpha

Only read color ramp alpha

TYPE:

boolean, default False

use_smudge

Make this brush to smudge existing paint as it moves

TYPE:

boolean, default False

use_velocity_alpha

Multiply brush influence by velocity color ramp alpha

TYPE:

boolean, default False

use_velocity_color

Replace brush color by velocity color ramp

TYPE:

boolean, default False

use_velocity_depth

Multiply brush intersection depth (displace, waves) by velocity ramp alpha

TYPE:

boolean, default False

velocity_max

Velocity considered as maximum influence (Blender units per frame)

TYPE:

float in [0.0001, 10], default 0.0

velocity_ramp

Color ramp used to define brush velocity effect

TYPE:

`ColorRamp`, (readonly)

wave_clamp

Maximum level of surface intersection used to influence waves (use 0.0 to disable)

TYPE:

float in [0, 50], default 0.0

wave_factor

Multiplier for wave influence of this brush

TYPE:

float in [-2, 2], default 0.0

wave_type

TYPE:

enum in ['CHANGE', 'DEPTH', 'FORCE', 'REFLECT'], default 'DEPTH'

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`

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`

References

- `DynamicPaintModifier.brush_settings`