Skip to content

DataTransferModifier(Modifier)

base classes — `bpy_struct`, `Modifier`

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

Modifier transferring some data from a source mesh

data_types_edges

Which edge data layers to transfer

- `SHARP_EDGE` Sharp – Transfer sharp mark.
- `SEAM` UV Seam – Transfer UV seam mark.
- `CREASE` Crease – Transfer subdivision crease values.
- `BEVEL_WEIGHT_EDGE` Bevel Weight – Transfer bevel weights.
- `FREESTYLE_EDGE` Freestyle – Transfer Freestyle edge mark.

TYPE:

enum set in {'SHARP_EDGE', 'SEAM', 'CREASE', 'BEVEL_WEIGHT_EDGE', 'FREESTYLE_EDGE'}, default {'SHARP_EDGE'}

data_types_loops

Which face corner data layers to transfer

- `CUSTOM_NORMAL` Custom Normals – Transfer custom normals.
- `COLOR_CORNER` Colors – Transfer color attributes.
- `UV` UVs – Transfer UV layers.

TYPE:

enum set in {'CUSTOM_NORMAL', 'COLOR_CORNER', 'UV'}, default {'CUSTOM_NORMAL'}

data_types_polys

Which face data layers to transfer

- `SMOOTH` Smooth – Transfer flat/smooth mark.
- `FREESTYLE_FACE` Freestyle Mark – Transfer Freestyle face mark.

TYPE:

enum set in {'SMOOTH', 'FREESTYLE_FACE'}, default {'SMOOTH'}

data_types_verts

Which vertex data layers to transfer

- `VGROUP_WEIGHTS` Vertex Groups – Transfer active or all vertex groups.
- `BEVEL_WEIGHT_VERT` Bevel Weight – Transfer bevel weights.
- `COLOR_VERTEX` Colors – Transfer color attributes.

TYPE:

enum set in {'VGROUP_WEIGHTS', 'BEVEL_WEIGHT_VERT', 'COLOR_VERTEX'}, default {'VGROUP_WEIGHTS'}

edge_mapping

Method used to map source edges to destination ones

TYPE:

enum in Dt Method Edge Items, default 'NEAREST'

invert_vertex_group

invert_vertex_group

Invert vertex group influence

TYPE:

boolean, default False

islands_precision

Factor controlling precision of islands handling (typically, 0.1 should be enough, higher values can make things really slow)

TYPE:

float in [0, 1], default 0.0

layers_uv_select_dst

How to match source and destination layers

TYPE:

enum in Dt Layers Select Dst Items, default 'NAME'

layers_uv_select_src

Which layers to transfer, in case of multi-layers types

TYPE:

enum in Dt Layers Select Src Items, default 'ALL'

layers_vcol_loop_select_dst

How to match source and destination layers

TYPE:

enum in Dt Layers Select Dst Items, default 'NAME'

layers_vcol_loop_select_src

Which layers to transfer, in case of multi-layers types

TYPE:

enum in Dt Layers Select Src Items, default 'ALL'

layers_vcol_vert_select_dst

How to match source and destination layers

TYPE:

enum in Dt Layers Select Dst Items, default 'NAME'

layers_vcol_vert_select_src

Which layers to transfer, in case of multi-layers types

TYPE:

enum in Dt Layers Select Src Items, default 'ALL'

layers_vgroup_select_dst

How to match source and destination layers

TYPE:

enum in Dt Layers Select Dst Items, default 'NAME'

layers_vgroup_select_src

Which layers to transfer, in case of multi-layers types

TYPE:

enum in Dt Layers Select Src Items, default 'ALL'

enum in Dt Layers Select Src Items, default 'ALL'

loop_mapping

Method used to map source faces' corners to destination ones

TYPE:

enum in Dt Method Loop Items, default 'NEAREST_POLYNOR'

max_distance

Maximum allowed distance between source and destination element, for non-topology mappings

TYPE:

float in [0, inf], default 1.0

mix_factor

Factor to use when applying data to destination (exact behavior depends on mix mode, multiplied with weights from vertex group when define

TYPE:

float in [0, 1], default 0.0

mix_mode

How to affect destination elements with source values

TYPE:

enum in Dt Mix Mode Items, default 'REPLACE'

object

Object to transfer data from

TYPE:

`Object`

poly_mapping

Method used to map source faces to destination ones

TYPE:

enum in Dt Method Poly Items, default 'NEAREST'

ray_radius

'Width' of rays (especially useful when raycasting against vertices or edges)

TYPE:

float in [0, inf], default 0.0

use_edge_data

Enable edge data transfer

TYPE:

boolean, default False

use_loop_data

Enable face corner data transfer

TYPE:

boolean, default False

use_max_distance

Source elements must be closer than given distance from destination one

TYPE:
boolean, default False

use_object_transform
Evaluate source and destination meshes in global space

TYPE:
boolean, default True

use_poly_data
Enable face data transfer

TYPE:
boolean, default False

use_vert_data
Enable vertex data transfer

TYPE:
boolean, default False

vert_mapping
Method used to map source vertices to destination ones

TYPE:
enum in Dt Method Vertex Items, default 'NEAREST'

vertex_group
Vertex group name for selecting the affected areas

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.show_expanded`
- `Modifier.is_active`

- Modifier.type
- Modifier.show_viewport
- Modifier.show_render
- Modifier.show_in_editmode
- Modifier.show_on_cage
- 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