Surface Operators

bpy.ops.surface.**primitive_nurbs_surface_circle_add(*, radius=1.0, enter_editmode=False, align='WORLD', location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), scale=(0.0, 0.0, 0.0))**

Construct a Nurbs surface Circle

PARAMETERS:

- **radius** (*float in [0, inf], (optional)*) – Radius
- **enter_editmode** (*boolean, (optional)*) – Enter Edit Mode, Enter edit mode when adding this object
- **align** (*enum in ['WORLD', 'VIEW', 'CURSOR'], (optional)*) –
  Align, The alignment of the new object
  - `WORLD` World – Align the new object to the world.
  - `VIEW` View – Align the new object to the view.
  - `CURSOR` 3D Cursor – Use the 3D cursor orientation for the new object.
- **location** (`mathutils.Vector` of 3 items in [-inf, inf], (optional)) – Location, Location for the newly added object
- **rotation** (`mathutils.Euler` rotation of 3 items in [-inf, inf], (optional)) – Rotation, Rotation for the newly added object
- **scale** (`mathutils.Vector` of 3 items in [-inf, inf], (optional)) – Scale, Scale for the newly added object

bpy.ops.surface.**primitive_nurbs_surface_curve_add(*, radius=1.0, enter_editmode=False, align='WORLD', location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), scale=(0.0, 0.0, 0.0))**

Construct a Nurbs surface Curve

PARAMETERS:

- **radius** (*float in [0, inf], (optional)*) – Radius
- **enter_editmode** (*boolean, (optional)*) – Enter Edit Mode, Enter edit mode when adding this object
- **align** (*enum in ['WORLD', 'VIEW', 'CURSOR'], (optional)*) –
  Align, The alignment of the new object
  - `WORLD` World – Align the new object to the world.
  - `VIEW` View – Align the new object to the view.
  - `CURSOR` 3D Cursor – Use the 3D cursor orientation for the new object.
- **location** (`mathutils.Vector` of 3 items in [-inf, inf], (optional)) – Location, Location for the newly added object
- **rotation** (`mathutils.Euler` rotation of 3 items in [-inf, inf], (optional)) – Rotation, Rotation for the newly added object
- **scale** (`mathutils.Vector` of 3 items in [-inf, inf], (optional)) – Scale, Scale for the newly added object

bpy.ops.surface.**primitive_nurbs_surface_cylinder_add(*, radius=1.0, enter_editmode=False, align='WORLD', location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), scale=(0.0, 0.0, 0.0))**

Construct a Nurbs surface Cylinder

PARAMETERS:

- **radius** (*float in [0, inf], (optional)*) – Radius
- **enter_editmode** (*boolean, (optional)*) – Enter Edit Mode, Enter edit mode when adding this object
- **align** (*enum in ['WORLD', 'VIEW', 'CURSOR'], (optional)*) –
  Align, The alignment of the new object
  - `WORLD` World – Align the new object to the world.
  - `VIEW` View – Align the new object to the view.
  - `CURSOR` 3D Cursor – Use the 3D cursor orientation for the new object.
- **location** (`mathutils.Vector` of 3 items in [-inf, inf], (optional)) – Location, Location for the newly added object
- **rotation** (`mathutils.Euler` rotation of 3 items in [-inf, inf], (optional)) – Rotation, Rotation for the newly added object

- **scale** (`mathutils.Vector` of 3 items in [-inf, inf], (optional)) – Scale, Scale for the newly added object

bpy.ops.surface.**primitive_nurbs_surface_sphere_add(*, radius=1.0, enter_editmode=False, align='WORLD', location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), scale=(0.0, 0.0, 0.0))**

Construct a Nurbs surface Sphere

PARAMETERS:

- **radius** (*float in [0, inf], (optional)*) – Radius
- **enter_editmode** (*boolean, (optional)*) – Enter Edit Mode, Enter edit mode when adding this object
- **align** (*enum in ['WORLD', 'VIEW', 'CURSOR'], (optional)*) –
  Align, The alignment of the new object
  - `WORLD` World – Align the new object to the world.
  - `VIEW` View – Align the new object to the view.
  - `CURSOR` 3D Cursor – Use the 3D cursor orientation for the new object.
- **location** (`mathutils.Vector` of 3 items in [-inf, inf], (optional)) – Location, Location for the newly added object
- **rotation** (`mathutils.Euler` rotation of 3 items in [-inf, inf], (optional)) – Rotation, Rotation for the newly added object
- **scale** (`mathutils.Vector` of 3 items in [-inf, inf], (optional)) – Scale, Scale for the newly added object

bpy.ops.surface.**primitive_nurbs_surface_surface_add(*, radius=1.0, enter_editmode=False, align='WORLD', location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), scale=(0.0, 0.0, 0.0))**

Construct a Nurbs surface Patch

PARAMETERS:

- **radius** (*float in [0, inf], (optional)*) – Radius
- **enter_editmode** (*boolean, (optional)*) – Enter Edit Mode, Enter edit mode when adding this object
- **align** (*enum in ['WORLD', 'VIEW', 'CURSOR'], (optional)*) –
  Align, The alignment of the new object
  - `WORLD` World – Align the new object to the world.
  - `VIEW` View – Align the new object to the view.
  - `CURSOR` 3D Cursor – Use the 3D cursor orientation for the new object.
- **location** (`mathutils.Vector` of 3 items in [-inf, inf], (optional)) – Location, Location for the newly added object
- **rotation** (`mathutils.Euler` rotation of 3 items in [-inf, inf], (optional)) – Rotation, Rotation for the newly added object
- **scale** (`mathutils.Vector` of 3 items in [-inf, inf], (optional)) – Scale, Scale for the newly added object

bpy.ops.surface.**primitive_nurbs_surface_torus_add(*, radius=1.0, enter_editmode=False, align='WORLD', location=(0.0, 0.0, 0.0), rotation=(0.0, 0.0, 0.0), scale=(0.0, 0.0, 0.0))**

Construct a Nurbs surface Torus

PARAMETERS:

- **radius** (*float in [0, inf], (optional)*) – Radius
- **enter_editmode** (*boolean, (optional)*) – Enter Edit Mode, Enter edit mode when adding this object
- **align** (*enum in ['WORLD', 'VIEW', 'CURSOR'], (optional)*) –
  Align, The alignment of the new object
  - `WORLD` World – Align the new object to the world.
  - `VIEW` View – Align the new object to the view.
  - `CURSOR` 3D Cursor – Use the 3D cursor orientation for the new object.
- **location** (`mathutils.Vector` of 3 items in [-inf, inf], (optional)) – Location, Location for the newly added object
- **rotation** (`mathutils.Euler` rotation of 3 items in [-inf, inf], (optional)) – Rotation, Rotation for the newly added object
- **scale** (`mathutils.Vector` of 3 items in [-inf, inf], (optional)) – Scale, Scale for the newly added object