

# NormalEditModifier(Modifier)

base classes — [bpy\\_struct](#), [Modifier](#)

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

Modifier affecting/generating custom normals

## invert\_vertex\_group

Invert vertex group influence

### TYPE:

boolean, default False

## mix\_factor

How much of generated normals to mix with existing ones

### TYPE:

float in [0, 1], default 1.0

## mix\_limit

Maximum angle between old and new normals

### TYPE:

float in [0, 3.14159], default 3.14159

## mix\_mode

How to mix generated normals with existing ones

- `COPY` Copy – Copy new normals (overwrite existing).
- `ADD` Add – Copy sum of new and old normals.
- `SUB` Subtract – Copy new normals minus old normals.
- `MUL` Multiply – Copy product of old and new normals (not cross product).

### TYPE:

enum in ['COPY', 'ADD', 'SUB', 'MUL'], default 'COPY'

## mode

How to affect (generate) normals

- `RADIAL` Radial – From an ellipsoid (shape defined by the bounding box's dimensions, target is optional).
- `DIRECTIONAL` Directional – Normals 'track' (point to) the target object.

### TYPE:

enum in ['RADIAL', 'DIRECTIONAL'], default 'RADIAL'

## no\_polynors\_fix

Do not flip polygons when their normals are not consistent with their newly computed custom vertex normals

### TYPE:

boolean, default False

## offset

Offset from object's center

### TYPE:

[mathutils.Vector](#) of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

### **target**

Target object used to affect normals

#### **TYPE:**

`Object`

### **use\_direction\_parallel**

Use same direction for all normals, from origin to target's center (Directional mode only)

#### **TYPE:**

boolean, default `True`

### **vertex\_group**

Vertex group name for selecting/weighting the affected areas

#### **TYPE:**

string, default `""`, (never `None`)

### **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`
- `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.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`

- [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.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](#)