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# ObjectLineArt(bpy\_struct)

base class — [bpy\\_struct](#)

**class** bpy.types.ObjectLineArt(bpy\_struct)

Object Line Art settings

## crease\_threshold

Angles smaller than this will be treated as creases

### TYPE:

float in [0, 3.14159], default 0.0

## intersection\_priority

The intersection line will be included into the object with the higher intersection priority value

### TYPE:

int in [0, 255], default 0

## usage

How to use this object in Line Art calculation

- `INHERIT` Inherit – Use settings from the parent collection.
- `INCLUDE` Include – Generate feature lines for this object's data.
- `OCCLUSION_ONLY` Occlusion Only – Only use the object data to produce occlusion.
- `EXCLUDE` Exclude – Don't use this object for Line Art rendering.
- `INTERSECTION_ONLY` Intersection Only – Only generate intersection lines for this collection.
- `NO_INTERSECTION` No Intersection – Include this object but do not generate intersection lines.
- `FORCE_INTERSECTION` Force Intersection – Generate intersection lines even with objects that disabled intersection.

### TYPE:

enum in ['INHERIT', 'INCLUDE', 'OCCLUSION\_ONLY', 'EXCLUDE', 'INTERSECTION\_ONLY', 'NO\_INTERSECTION', 'FORCE\_INTERSECTION'], default 'INHERIT'

## use\_crease\_override

Use this object's crease setting to overwrite scene global

### TYPE:

boolean, default False

## use\_intersection\_priority\_override

Use this object's intersection priority to override collection setting

### TYPE:

boolean, default False

**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_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

- `Object.lineart`