

GreasePencilv3(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.GreasePencilv3(ID)`

Grease Pencil data-block

after_color

Base color for ghosts after the active frame

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.12549, 0.082353, 0.529412)

animation_data

Animation data for this data-block

TYPE:

`AnimData`, (readonly)

attributes

Geometry attributes

TYPE:

`AttributeGroupGreasePencil` `bpy_prop_collection` of `Attribute`, (readonly)

before_color

Base color for ghosts before the active frame

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.145098, 0.419608, 0.137255)

color_attributes

Geometry color attributes

TYPE:

`AttributeGroupGreasePencil` `bpy_prop_collection` of `Attribute`, (readonly)

ghost_after_range

Maximum number of frames to show after current frame (0 = don't show any frames after current)

TYPE:

`int` in [0, 120], default 1

ghost_before_range

Maximum number of frames to show before current frame (0 = don't show any frames before current)

TYPE:

`int` in [0, 120], default 1

layer_groups

Grease Pencil layer groups

TYPE:

`GreasePencilv3LayerGroup` `bpy_prop_collection` of `GreasePencilLayerGroup`, (readonly)

layers

Grease Pencil layers

TYPE:

`GreasePencilv3Layers` `bpy_prop_collection` of `GreasePencilLayer`, (readonly)

materials

TYPE:

`IDMaterials` `bpy_prop_collection` of `Material`, (readonly)

onion_factor

Change fade opacity of displayed onion frames

TYPE:

float in [0, 1], default 0.5

onion_keyframe_type

Type of keyframe (for filtering)

- `ALL` All – Include all Keyframe types.
- `KEYFRAME` Keyframe – Normal keyframe, e.g. for key poses.
- `BREAKDOWN` Breakdown – A breakdown pose, e.g. for transitions between key poses.
- `MOVING_HOLD` Moving Hold – A keyframe that is part of a moving hold.
- `EXTREME` Extreme – An ‘extreme’ pose, or some other purpose as needed.
- `JITTER` Jitter – A filler or baked keyframe for keying on ones, or some other purpose as needed.
- `GENERATED` Generated – A key generated automatically by a tool, not manually created.

TYPE:

enum in [‘ALL’, ‘KEYFRAME’, ‘BREAKDOWN’, ‘MOVING_HOLD’, ‘EXTREME’, ‘JITTER’, ‘GENERATED’], default ‘ALL’

onion_mode

Mode to display frames

- `ABSOLUTE` Frames – Frames in absolute range of the scene frame.
- `RELATIVE` Keyframes – Frames in relative range of the Grease Pencil keyframes.
- `SELECTED` Selected – Only selected keyframes.

TYPE:

enum in [‘ABSOLUTE’, ‘RELATIVE’, ‘SELECTED’], default ‘ABSOLUTE’

stroke_depth_order

Defines how the strokes are ordered in 3D space (for objects not displayed ‘In Front’)

- `2D` 2D Layers – Display strokes using Grease Pencil layers to define order.
- `3D` 3D Location – Display strokes using real 3D position in 3D space.

TYPE:

enum in [‘2D’, ‘3D’], default ‘2D’

use_autolock_layers

Automatically lock all layers except the active one to avoid accidental changes

TYPE:

boolean, default False

use_ghost_custom_colors

Use custom colors for ghost frames

TYPE:

boolean, default False

use_onion_fade

Display onion keyframes with a fade in color transparency

TYPE:

boolean, default False

use_onion_loop

Display onion keyframes for looping animations

TYPE:

boolean, default False

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`
- `ID.name`
- `ID.name_full`
- `ID.id_type`
- `ID.session_uid`
- `ID.is_evaluated`
- `ID.original`
- `ID.users`
- `ID.use_fake_user`
- `ID.use_extra_user`
- `ID.is_embedded_data`
- `ID.is_missing`
- `ID.is_runtime_data`
- `ID.is_editable`
- `ID.tag`
- `ID.is_library_indirect`
- `ID.library`
- `ID.library_weak_reference`
- `ID.asset_data`
- `ID.override_library`
- `ID.preview`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.type_recast`
- `bpy_struct.values`

- `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`
- `ID.rename`
- `ID.evaluated_get`
- `ID.copy`
- `ID.asset_mark`
- `ID.asset_clear`
- `ID.asset_generate_preview`
- `ID.override_create`
- `ID.override_hierarchy_create`
- `ID.user_clear`
- `ID.user_remap`
- `ID.make_local`
- `ID.user_of_id`
- `ID.animation_data_create`
- `ID.animation_data_clear`
- `ID.update_tag`
- `ID.preview_ensure`
- `ID.bl_rna_get_subclass`
- `ID.bl_rna_get_subclass_py`

References

- `bpy.context.grease_pencil`
- `BlendDataGreasePencilsV3.new`
- `BlendData.grease_pencils_v3`
- `BlendDataGreasePencilsV3.remove`