Pose(bpy_struct)

base class — bpy_struct

class bpy.types.**Pose(bpy_struct)**

A collection of pose channels, including settings for animating bones

animation_visualization

Animation data for this data-block

TYPE:

AnimViz, (readonly, never None)

bones

Individual pose bones for the armature

TYPE:

bpy_prop_collection of PoseBone, (readonly)

ik_param

Parameters for IK solver

TYPE:

IKParam, (readonly)

ik_solver

Selection of IK solver for IK chain

- LEGACY Standard – Original IK solver.
- ITASC iTaSC – Multi constraint, stateful IK solver.

TYPE:

enum in ['LEGACY', 'ITASC'], default 'LEGACY'

use_auto_ik

Add temporary IK constraints while grabbing bones in Pose Mode

TYPE:

boolean, default False

use_mirror_relative

Apply relative transformations in X-mirror mode (not supported with Auto IK)

TYPE:

boolean, default False

use_mirror_x

Apply changes to matching bone on opposite side of X-Axis

TYPE:

boolean, default False

classmethod apply_pose_from_action(action, *, evaluation_time=0.0)

Apply the given action to this pose by evaluating it at a specific time. Only updates the pose of selected bones, or all bones if none are selecte

PARAMETERS:

- **action** (`Action`) – Action, The Action containing the pose
- **evaluation_time** (*float in [-inf, inf], (optional)*) – Evaluation Time, Time at which the given action is evaluated to obtain the pose

classmethod blend_pose_from_action(action, *, blend_factor=1.0, evaluation_time=0.0)

Blend the given action into this pose by evaluating it at a specific time. Only updates the pose of selected bones, or all bones if none are selected.

PARAMETERS:

- **action** (`Action`) – Action, The Action containing the pose
- **blend_factor** (*float in [0, 1], (optional)*) – Blend Factor, How much the given Action affects the final pose
- **evaluation_time** (*float in [-inf, inf], (optional)*) – Evaluation Time, Time at which the given action is evaluated to obtain the pose

classmethod backup_create(action)

Create a backup of the current pose. Only those bones that are animated in the Action are backed up. The object owns the backup, and each object can have only one backup at a time. When you no longer need it, it must be freed use *backup_clear()*.

PARAMETERS:

action (`Action`) – Action, An Action with animation data for the bones. Only the animated bones will be included in the backup.

classmethod backup_restore()

Restore the previously made pose backup. This can be called multiple times. See *Pose.backup_create()* for more info.

RETURNS:

True when the backup was restored, *False* if there was no backup to restore

RETURN TYPE:

boolean

classmethod backup_clear()

Free a previously made pose backup. See *Pose.backup_create()* for more info.

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`

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.pose