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Data Access (bpy.data)

This module is used for all Blender/Python access.

bpy.data.**data**

Access to Blender's internal data

TYPE:

`bpy.types.BlendData`

```
import bpy

# print all objects
for obj in bpy.data.objects:
    print(obj.name)

# print all scene names in a list
print(bpy.data.scenes.keys())

# remove mesh Cube
if "Cube" in bpy.data.meshes:
    mesh = bpy.data.meshes["Cube"]
    print("removing mesh", mesh)
    bpy.data.meshes.remove(mesh)

# write images into a file next to the blend
import os
with open(os.path.splitext(bpy.data.filepath)[0] + ".txt", 'w') as fs:
    for image in bpy.data.images:
        fs.write("{:s} {:d} x {:d}\n".format(image.filepath, image.size[0], image.size[1]))
```

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