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MovieTrackingObject(bpy_struct)

base class — `bpy_struct`

class `bpy.types.MovieTrackingObject(bpy_struct)`

Match-moving object tracking and reconstruction data

is_camera

Object is used for camera tracking

TYPE:

boolean, default False, (readonly)

keyframe_a

First keyframe used for reconstruction initialization

TYPE:

int in [-inf, inf], default 0

keyframe_b

Second keyframe used for reconstruction initialization

TYPE:

int in [-inf, inf], default 0

name

Unique name of object

TYPE:

string, default “”, (never None)

plane_tracks

Collection of plane tracks in this tracking data object

TYPE:

`MovieTrackingObjectPlaneTracks` `bpy_prop_collection` of `MovieTrackingPlaneTrack`, (readonly)

reconstruction

TYPE:

`MovieTrackingReconstruction`, (readonly)

scale

Scale of object solution in camera space

TYPE:

float in [0.0001, 10000], default 1.0

tracks

Collection of tracks in this tracking data object

TYPE:

`MovieTrackingObjectTracks` `bpy_prop_collection` of `MovieTrackingTrack`, (readonly)

classmethod `bl_rna_get_subclass(id, default=None)`

PARAMETERS:

id (str) — The RNA type identifier

`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`

Inherited Functions

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

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| • <code>MovieTracking.objects</code> | • <code>MovieTrackingObjects.new</code> |
| • <code>MovieTrackingObjects.active</code> | • <code>MovieTrackingObjects.remove</code> |