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# VertexWeightEditModifier(Modifier)

base classes — [bpy\\_struct](#), [Modifier](#)

## class bpy.types.VertexWeightEditModifier(Modifier)

Edit the weights of vertices in a group

### **add\_threshold**

Lower (inclusive) bound for a vertex's weight to be added to the vgroup

#### **TYPE:**

float in [-1000, 1000], default 0.01

### **default\_weight**

Default weight a vertex will have if it is not in the vgroup

#### **TYPE:**

float in [0, 1], default 0.0

### **falloff\_type**

How weights are mapped to their new values

- LINEAR Linear – Null action.
- CURVE Custom Curve.
- SHARP Sharp.
- SMOOTH Smooth.
- ROOT Root.
- ICON\_SPHERECURVE Sphere.
- RANDOM Random
- STEP Median Step – Map all values below 0.5 to 0.0, and all others to 1.0.

#### **TYPE:**

enum in ['LINEAR', 'CURVE', 'SHARP', 'SMOOTH', 'ROOT', 'ICON\_SPHERECURVE', 'RANDOM', 'STEP'], default 'LINEAR'

### **invert\_falloff**

Invert the resulting falloff weight

#### **TYPE:**

boolean, default False

### **invert\_mask\_vertex\_group**

Invert vertex group mask influence

#### **TYPE:**

boolean, default False

### **map\_curve**

Custom mapping curve

#### **TYPE:**

[CurveMapping](#), (readonly)

### **mask\_constant**

Global influence of current modifications on vgroup

**TYPE:**

float in [-inf, inf], default 1.0

**mask\_tex\_map\_bone**

Which bone to take texture coordinates from

**TYPE:**

string, default "", (never None)

**mask\_tex\_map\_object**

Which object to take texture coordinates from

**TYPE:**

[Object](#)

**mask\_tex\_mapping**

Which texture coordinates to use for mapping

- LOCAL Local – Use local generated coordinates.
- GLOBAL Global – Use global coordinates.
- OBJECT Object – Use local generated coordinates of another object.
- UV UV – Use coordinates from a UV layer.

**TYPE:**

enum in ['LOCAL', 'GLOBAL', 'OBJECT', 'UV'], default 'LOCAL'

**mask\_tex\_use\_channel**

Which texture channel to use for masking

**TYPE:**

enum in ['INT', 'RED', 'GREEN', 'BLUE', 'HUE', 'SAT', 'VAL', 'ALPHA'], default 'INT'

**mask\_tex\_uv\_layer**

UV map name

**TYPE:**

string, default "", (never None)

**mask\_texture**

Masking texture

**TYPE:**

[Texture](#)

**mask\_vertex\_group**

Masking vertex group name

**TYPE:**

string, default "", (never None)

**normalize**

Normalize the resulting weights (otherwise they are only clamped within 0.0 to 1.0 range)

**TYPE:**

boolean, default False

**remove\_threshold**

Upper (inclusive) bound for a vertex's weight to be removed from the vgroup

**TYPE:**

float in [-1000, 1000], default 0.01

**use\_add**

Add vertices with weight over threshold to vgroup

**TYPE:**

boolean, default False

**use\_remove**

Remove vertices with weight below threshold from vgroup

**TYPE:**

boolean, default False

**vertex\_group**

Vertex group name

**TYPE:**

string, default "", (never None)

**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`
- `Modifier.name`
- `Modifier.type`
- `Modifier.show_viewport`
- `Modifier.show_render`
- `Modifier.show_in_editmode`
- `Modifier.show_on_cage`
- `Modifier.show_expanded`
- `Modifier.is_active`
- `Modifier.use_pin_to_last`
- `Modifier.is_override_data`
- `Modifier.use_apply_on_spline`
- `Modifier.execution_time`
- `Modifier.persistent_uid`

## 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`
- `Modifier.bl_rna_get_subclass`
- `Modifier.bl_rna_get_subclass_py`

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## bpy\_extras submodule (bpy\_extras.object\_utils)

### bpy\_extras.object\_utils.add\_object\_align\_init(context, operator)

Return a matrix using the operator settings and view context.

#### PARAMETERS:

- **context** (`bpy.types.Context`) – The context to use.
- **operator** (`bpy.types.Operator`) – The operator, checked for location and rotation properties.

#### RETURNS:

the matrix from the context and settings.

#### RETURN TYPE:

`mathutils.Matrix`

### bpy\_extras.object\_utils.object\_data\_add(context, obdata, operator=None, name=None)

Add an object using the view context and preference to initialize the location, rotation and layer.

#### PARAMETERS:

- **context** (`bpy.types.Context`) – The context to use.
- **obdata** (`bpy.types.ID` | `None`) – Valid object data to used for the new object or `None`.
- **operator** (`bpy.types.Operator`) – The operator, checked for location and rotation properties.
- **name** (`str`) – Optional name

#### RETURNS:

the newly created object in the scene.

#### RETURN TYPE:

`bpy.types.Object`

### bpy\_extras.object\_utils.object\_add\_grid\_scale(context)

Return scale which should be applied on object data to align it to grid scale

### bpy\_extras.object\_utils.object\_add\_grid\_scale\_apply\_operator(operator, context)

Scale an operators distance values by the grid size.

### bpy\_extras.object\_utils.world\_to\_camera\_view(scene, obj, coord)

Returns the camera space coords for a 3d point. (also known as: normalized device coordinates - NDC).

Where (0, 0) is the bottom left and (1, 1) is the top right of the camera frame. values outside 0-1 are also supported. A negative ‘z’ value means the point is behind the camera.

Takes shift-x/y, lens angle and sensor size into account as well as perspective/ortho projections.

#### PARAMETERS:

- **scene** (`bpy.types.Scene`) – Scene to use for frame size.
- **obj** (`bpy.types.Object`) – Camera object.
- **coord** (`mathutils.Vector`) – World space location.

#### RETURNS:

a vector where X and Y map to the view plane and Z is the depth on the view axis.

#### RETURN TYPE:

`mathutils.Vector`

### bpy\_extras.object\_utils.object\_report\_if\_active\_shape\_key\_is\_locked(obj, operator)

Checks if the active shape key of the specified object is locked, and reports an error if so.

If the object has no shape keys, there is nothing to lock, and the function returns False.

#### PARAMETERS:

- **obj**(`bpy.types.Object`) – Object to check.
- **operator**(`bpy.types.Operator`) – Currently running operator to report the error through. Use None to suppress emitting the message.

#### RETURNS:

True if the shape key was locked.

```
class bpy_extras.object_utils.AddObjectHelper  
    align_update_callback(_context)
```

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# bpy\_extras submodule (bpy\_extras.view3d\_utils)

## bpy\_extras.view3d\_utils.region\_2d\_to\_vector\_3d(region, rv3d, coord)

Return a direction vector from the viewport at the specific 2d region coordinate.

### PARAMETERS:

- **region** (`bpy.types.Region`) – region of the 3D viewport, typically bpy.context.region.
- **rv3d** (`bpy.types.RegionView3D`) – 3D region data, typically bpy.context.space\_data.region\_3d.
- **coord** (`2d vector`) – 2d coordinates relative to the region: (event.mouse\_region\_x, event.mouse\_region\_y) for example.

### RETURNS:

normalized 3d vector.

### RETURN TYPE:

`mathutils.Vector`

## bpy\_extras.view3d\_utils.region\_2d\_to\_origin\_3d(region, rv3d, coord, \*, clamp=None)

Return the 3d view origin from the region relative 2d coords.

### Note

Orthographic views have a less obvious origin, the far clip is used to define the viewport near/far extents. Since far clip can be a very large value, the result may give with numeric precision issues.

To avoid this problem, you can optionally clamp the far clip to a smaller value based on the data you're operating on.

### PARAMETERS:

- **region** (`bpy.types.Region`) – region of the 3D viewport, typically bpy.context.region.
- **rv3d** (`bpy.types.RegionView3D`) – 3D region data, typically bpy.context.space\_data.region\_3d.
- **coord** (`Sequence[float]`) – 2D coordinates relative to the region; (event.mouse\_region\_x, event.mouse\_region\_y) for example.
- **clamp** (`float | None`) – Clamp the maximum far-clip value used. (negative value will move the offset away from the view\_location)

### RETURNS:

The origin of the viewpoint in 3d space.

### RETURN TYPE:

`mathutils.Vector`

## bpy\_extras.view3d\_utils.region\_2d\_to\_location\_3d(region, rv3d, coord, depth\_location)

Return a 3d location from the region relative 2d coords, aligned with `depth_location`.

### PARAMETERS:

- **region** (`bpy.types.Region`) – region of the 3D viewport, typically bpy.context.region.
- **rv3d** (`bpy.types.RegionView3D`) – 3D region data, typically bpy.context.space\_data.region\_3d.
- **coord** (`2d vector`) – 2d coordinates relative to the region; (event.mouse\_region\_x, event.mouse\_region\_y) for example.
- **depth\_location** (`3d vector`) – the returned vectors depth is aligned with this since there is no defined depth with a 2d region input.

### RETURNS:

normalized 3d vector.

### RETURN TYPE:

`mathutils.Vector`

## bpy\_extras.view3d\_utils.location\_3d\_to\_region\_2d(region, rv3d, coord, \*, default=None)

Return the `region` relative 2d location of a 3d position.

### PARAMETERS:

- **region**(`bpy.types.Region`) – region of the 3D viewport, typically `bpy.context.region`.
- **rv3d**(`bpy.types.RegionView3D`) – 3D region data, typically `bpy.context.space_data.region_3d`.
- **coord**(*3d vector*) – 3d world-space location.
- **default** – Return this value if `coord` is behind the origin of a perspective view.

## RETURNS:

2d location

## RETURN TYPE:

`mathutils.Vector` | Any

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# Change Log

Changes in Blender's Python API between releases.

## 4.3 to 4.4

### bpy.types.Action

#### Added

- bpy.types.Action.fcurve\_ensure\_for\_datablock
- bpy.types.Action.is\_action\_layered
- bpy.types.Action.is\_action\_legacy
- bpy.types.Action.is\_empty
- bpy.types.Action.layers
- bpy.types.Action.slots

### bpy.types.ActionConstraint

#### Added

- bpy.types.ActionConstraint.action\_slot
- bpy.types.ActionConstraint.action\_slot\_handle
- bpy.types.ActionConstraint.action\_suitable\_slots
- bpy.types.ActionConstraint.last\_slot\_identifier

### bpy.types.AnimData

#### Added

- bpy.types.AnimData.action\_slot
- bpy.types.AnimData.action\_slot\_handle
- bpy.types.AnimData.action\_suitable\_slots
- bpy.types.AnimData.last\_slot\_identifier

### bpy.types.Brush

#### Added

- bpy.types.Brush.plane\_depth
- bpy.types.Brush.plane\_height
- bpy.types.Brush.plane\_inversion\_mode
- bpy.types.Brush.stabilize\_normal
- bpy.types.Brush.stabilize\_plane

#### Removed

- clone\_alpha
- clone\_image
- clone\_offset

### bpy.types.BrushCapabilitiesSculpt

Added

## Aaueu

- bpy.types.BrushCapabilitiesSculpt.has\_plane\_depth
- bpy.types.BrushCapabilitiesSculpt.has\_plane\_height

## bpy.types.CompositorNodeDenoise

### Added

- bpy.types.CompositorNodeDenoise.quality

## bpy.types.CompositorNodeViewer

### Added

- bpy.types.CompositorNodeViewer.ui\_shortcut

## bpy.types.Curves

### Added

- bpy.types.Curves.reorder\_curves
- bpy.types.Curves.set\_types
- bpy.types.Curves.surface\_collision\_distance
- bpy.types.Curves.unit\_test\_compare

## bpy.types.CyclesRenderSettings

### Added

- bpy.types.CyclesRenderSettings.debug\_use\_hip\_adaptive\_compile
- bpy.types.CyclesRenderSettings.debug\_use\_metal\_adaptive\_compile
- bpy.types.CyclesRenderSettings.sample\_subset\_length
- bpy.types.CyclesRenderSettings.use\_sample\_subset

## bpy.types.DopeSheet

### Renamed

- **show\_all\_slots** -> bpy.types.DopeSheet.show\_only\_slot\_of\_active\_object

## bpy.types.FModifierNoise

### Added

- bpy.types.FModifierNoise.lacunarity
- bpy.types.FModifierNoise.roughness
- bpy.types.FModifierNoise.use\_legacy\_noise

## bpy.types.GeometryNodeInputNormal

### Added

- bpy.types.GeometryNodeInputNormal.legacy\_corner\_normals

## bpy.types.GeometryNodeResampleCurve

### Added

- bpy.types.GeometryNodeResampleCurve.keep\_last\_segment

## bpy.types.GreasePencilDrawing

### Added

- bpy.types.GreasePencilDrawing.reorder\_strokes
- bpy.types.GreasePencilDrawing.set\_types

## bpy.types.GreasePencilLayer

### Added

- bpy.types.GreasePencilLayer.channel\_color

## bpy.types.GreasePencilLayerGroup

### Added

- bpy.types.GreasePencilLayerGroup.channel\_color
- bpy.types.GreasePencilLayerGroup.color\_tag
- bpy.types.GreasePencilLayerGroup.is\_expanded

## bpy.types.GreasePencilTextureModifier

### Removed

- invert\_vertex\_group
- vertex\_group\_name

## bpy.types.Image

### Function Arguments

- bpy.types.Image.save (filepath, quality, save\_copy), was (filepath, quality)

## bpy.types.ImagePaint

### Added

- bpy.types.ImagePaint.clone\_alpha
- bpy.types.ImagePaint.clone\_offset

## bpy.types.Lightgroups

### Added

- bpy.types.Lightgroups.remove

## bpy.types.MaskSplinePoint

### Added

- bpy.types.MaskSplinePoint.select\_control\_point
- bpy.types.MaskSplinePoint.select\_left\_handle
- bpy.types.MaskSplinePoint.select\_right\_handle
- bpy.types.MaskSplinePoint.select\_single\_handle

## bpy.types.NlaStrip

### Added

- bpy.types.NlaStrip.action\_slot
- bpy.types.NlaStrip.action\_slot\_handle
- bpy.types.NlaStrip.action\_suitable\_slots
- bpy.types.NlaStrip.last\_slot\_identifier

## bpy.types.Node

### Added

- bpy.types.Node.color\_tag
- bpy.types.Node.location\_absolute

## bpy.types.NodeTree

### Added

- bpy.types.NodeTree.bl\_use\_group\_interface

## bpy.types.OperatorStrokeElement

### Removed

- pen\_flip

## bpy.types.POSE\_UL\_selection\_set

### Function Arguments

- bpy.types.POSE\_UL\_selection\_set.draw\_item (self, \_context, layout, \_data, item, icon, \_active\_data, \_active\_propname, \_index), was (self, context, layout, data, item, icon, active\_data, active\_propname, index)

## bpy.types.PreferencesExperimental

### Removed

- enable\_new\_cpu\_compositor
- enable\_overlay\_next
- use\_animation\_baklava

## bpy.types.PreferencesInput

### Added

- bpy.types.PreferencesInput.ndof\_orbit\_center\_auto
- bpy.types.PreferencesInput.ndof\_show\_guide\_orbit\_center

### Renamed

- ndof\_show\_guide -> bpy.types.PreferencesInput.ndof\_orbit\_center\_selected
- ndof\_show\_guide -> bpy.types.PreferencesInput.ndof\_show\_guide\_orbit\_axis

## bpy.types.RenderSettings

...

## Added

- bpy.types.RenderSettings.compositor\_denoise\_final\_quality
- bpy.types.RenderSettings.compositor\_denoise\_preview\_quality

## Removed

- use\_new\_cpu\_compositor

## bpy.types.SequenceEditor

### Added

- bpy.types.SequenceEditor.strips
- bpy.types.SequenceEditor.strips\_all

## bpy.types.SequencerToolSettings

### Added

- bpy.types.SequencerToolSettings.snap\_to\_retiming\_keys

## bpy.types.ThemeSequenceEditor

### Added

- bpy.types.ThemeSequenceEditor.selected\_text
- bpy.types.ThemeSequenceEditor.text\_strip\_cursor

## bpy.types.ToolSettings

## Removed

- snap\_node\_element

## bpy.types.WORKSPACE\_UL\_addons\_items

### Function Arguments

- bpy.types.WORKSPACE\_UL\_addons\_items.draw\_item (self, context, layout, \_data, addon, \_icon, \_active\_data, \_active\_propname, \_index), was (self, context, layout, \_data, addon, icon, \_active\_data, \_active\_propname, \_index)

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# Freestyle Chaining Iterators (freestyle.chainingiterators)

This module contains chaining iterators used for the chaining operation to construct long strokes by concatenating feature edges according to selected chaining rules. The module is also intended to be a collection of examples for defining chaining iterators in Python.

## class freestyle.chainingiterators.ChainPredicateIterator

Class hierarchy: `freestyle.types.Iterator > freestyle.types.ViewEdgeIterator > freestyle.types.ChainingIterator > ChainPredicateIterator`

A “generic” user-controlled ViewEdge iterator. This iterator is in particular built from a unary predicate and a binary predicate. First, the unary predicate is evaluated for all potential next ViewEdges in order to only keep the ones respecting a certain constraint. Then, the binary predicate is evaluated on the current ViewEdge together with each ViewEdge of the previous selection. The first ViewEdge respecting both the unary predicate and the binary predicate is kept as the next one. If none of the potential next ViewEdge respects these two predicates, None is returned.

`__init__(upred, bpred, restrict_to_selection=True, restrict_to_unvisited=True, begin=None, orientation=True)`

`__init__(brother)`

Builds a ChainPredicateIterator from a unary predicate, a binary predicate, a starting ViewEdge and its orientation or using the copy constructor.

### PARAMETERS:

- `upred (freestyle.types.UnaryPredicate1D)` – The unary predicate that the next ViewEdge must satisfy.
- `bpred (freestyle.types.BinaryPredicate1D)` – The binary predicate that the next ViewEdge must satisfy together with the actual pointed ViewEdge.
- `restrict_to_selection (bool)` – Indicates whether to force the chaining to stay within the set of selected ViewEdges or not.
- `restrict_to_unvisited (bool)` – Indicates whether a ViewEdge that has already been chained must be ignored or not.
- `begin (freestyle.types.ViewEdge | None)` – The ViewEdge from where to start the iteration.
- `orientation (bool)` – If true, we’ll look for the next ViewEdge among the ViewEdges that surround the ending ViewVertex of begin. If false, we’ll search over the ViewEdges surrounding the ending ViewVertex of begin.
- `brother (ChainPredicateIterator)` – A ChainPredicateIterator object.

## class freestyle.chainingiterators.ChainSilhouetteIterator

Class hierarchy: `freestyle.types.Iterator > freestyle.types.ViewEdgeIterator > freestyle.types.ChainingIterator > ChainSilhouetteIterator`

A ViewEdge Iterator used to follow ViewEdges the most naturally. For example, it will follow visible ViewEdges of same nature. As soon, as the nature or the visibility changes, the iteration stops (by setting the pointed ViewEdge to 0). In the case of an iteration over a set of ViewEdge that are both Silhouette and Crease, there will be a precedence of the silhouette over the crease criterion.

`__init__(restrict_to_selection=True, begin=None, orientation=True)`

`__init__(brother)`

Builds a ChainSilhouetteIterator from the first ViewEdge used for iteration and its orientation or the copy constructor.

### PARAMETERS:

- `restrict_to_selection (bool)` – Indicates whether to force the chaining to stay within the set of selected ViewEdges or not.
- `begin (freestyle.types.ViewEdge | None)` – The ViewEdge from where to start the iteration.
- `orientation (bool)` – If true, we’ll look for the next ViewEdge among the ViewEdges that surround the ending ViewVertex of begin. If false, we’ll search over the ViewEdges surrounding the ending ViewVertex of begin.
- `brother (ChainSilhouetteIterator)` – A ChainSilhouetteIterator object.

## class freestyle.chainingiterators.pyChainSilhouetteIterator

Natural chaining iterator that follows the edges of the same nature following the topology of objects, with decreasing priority for silhouettes, then borders, then suggestive contours, then all other edge types. A ViewEdge is only chained once.

`init()`

**traverse(iter)**

**class freestyle.chainingiterators.pyChainSilhouetteGenericIterator**

Natural chaining iterator that follows the edges of the same nature following the topology of objects, with decreasing priority for silhouettes, then borders, then suggestive contours, then all other edge types.

**\_\_init\_\_(self, stayInSelection=True, stayInUnvisited=True)**

Builds a pyChainSilhouetteGenericIterator object.

**PARAMETERS:**

- **stayInSelection (bool)** – True if it is allowed to go out of the selection
- **stayInUnvisited (bool)** – May the same ViewEdge be chained twice

**init()**

**traverse(iter)**

**class freestyle.chainingiterators.pyExternalContourChainingIterator**

Chains by external contour

**checkViewEdge(ve, orientation)**

**init()**

**traverse(iter)**

**class freestyle.chainingiterators.pySketchyChainSilhouetteIterator**

Natural chaining iterator with a sketchy multiple touch. It chains the same ViewEdge multiple times to achieve a sketchy effect.

**\_\_init\_\_(self, nRounds=3, stayInSelection=True)**

Builds a pySketchyChainSilhouetteIterator object.

**PARAMETERS:**

- **nRounds (int)** – Number of times every Viewedge is chained.
- **stayInSelection (bool)** – if False, edges outside of the selection can be chained.

**init()**

**make\_sketchy(ve)**

Creates the sketchy effect by causing the chain to run from the start again. (loop over itself again)

**traverse(iter)**

**class freestyle.chainingiterators.pySketchyChainingIterator**

Chaining iterator designed for sketchy style. It chains the same ViewEdge several times in order to produce multiple strokes per ViewEdge.

**init()**

**traverse(iter)**

**class freestyle.chainingiterators.pyFillOcclusionsRelativeChainingIterator**

Chaining iterator that fills small occlusions

**\_\_init\_\_(self, percent)**

DRAFT - API SUBJECT TO CHANGE

Builds a pyFillOcclusionsRelativeChainingIterator object.

#### PARAMETERS:

**percent** (*float*) – The maximal length of the occluded part, expressed in a percentage of the total chain length.

**init()**

**traverse(iter)**

### class freestyle.chainingiterators.pyFillOcclusionsAbsoluteChainingIterator

Chaining iterator that fills small occlusions

**\_\_init\_\_(self, length)**

Builds a pyFillOcclusionsAbsoluteChainingIterator object.

#### PARAMETERS:

**length** (*int*) – The maximum length of the occluded part in pixels.

**init()**

**traverse(iter)**

### class freestyle.chainingiterators.pyFillOcclusionsAbsoluteAndRelativeChainingIterator

Chaining iterator that fills small occlusions regardless of the selection

**\_\_init\_\_(self, percent, l)**

Builds a pyFillOcclusionsAbsoluteAndRelativeChainingIterator object.

#### PARAMETERS:

- **percent** (*float*) – The maximal length of the occluded part as a percentage of the total chain length.
- **l** (*float*) – Absolute length.

**init()**

**traverse(iter)**

### class freestyle.chainingiterators.pyFillQi0AbsoluteAndRelativeChainingIterator

Chaining iterator that fills small occlusions regardless of the selection

**\_\_init\_\_(self, percent, l)**

Builds a pyFillQi0AbsoluteAndRelativeChainingIterator object.

#### PARAMETERS:

- **percent** (*float*) – The maximal length of the occluded part as a percentage of the total chain length.
- **l** (*float*) – Absolute length.

**init()**

**traverse(iter)**

### class freestyle.chainingiterators.pyNoIdChainSilhouetteIterator

Natural chaining iterator that follows the edges of the same nature following the topology of objects, with decreasing priority for silhouettes, then borders, then suggestive contours, then all other edge types. It won't chain the same ViewEdge twice.

**\_\_init\_\_(self, stayInSelection=True)**

Builds a pyNoIdChainSilhouetteIterator object.

**PARAMETERS:**

**stayInSelection** (*bool*) – True if it is allowed to go out of the selection

**init()**

**traverse(iter)**

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# Freestyle Functions (freestyle.functions)

This module contains functions operating on vertices (0D elements) and polylines (1D elements). The module is also intended to be a collection of examples for function definition in Python.

User-defined functions inherit one of the following base classes, depending on the object type (0D or 1D) to operate on and the return value type:

- `freestyle.types.UnaryFunction0DDouble`
- `freestyle.types.UnaryFunction0DEdgeNature`
- `freestyle.types.UnaryFunction0DFloat`
- `freestyle.types.UnaryFunction0DID`
- `freestyle.types.UnaryFunction0DMaterial`
- `freestyle.types.UnaryFunction0DUncsigned`
- `freestyle.types.UnaryFunction0DVec2f`
- `freestyle.types.UnaryFunction0DVec3f`
- `freestyle.types.UnaryFunction0DVectorViewShape`
- `freestyle.types.UnaryFunction0DViewShape`
- `freestyle.types.UnaryFunction1DDouble`
- `freestyle.types.UnaryFunction1DEdgeNature`
- `freestyle.types.UnaryFunction1DFloat`
- `freestyle.types.UnaryFunction1DUncsigned`
- `freestyle.types.UnaryFunction1DVec2f`
- `freestyle.types.UnaryFunction1DVec3f`
- `freestyle.types.UnaryFunction1DVectorViewShape`
- `freestyle.types.UnaryFunction1DVoid`

## `class freestyle.functions.ChainingTimeStampF1D`

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DVoid` > `ChainingTimeStampF1D`

### `__init__()`

Builds a ChainingTimeStampF1D object.

### `__call__(inter)`

Sets the chaining time stamp of the Interface1D.

#### **PARAMETERS:**

`inter(freestyle.types.Interface1D)` – An Interface1D object.

## `class freestyle.functions.Curvature2DAngleF0D`

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DDouble` > `Curvature2DAngleF0D`

### `__init__()`

Builds a Curvature2DAngleF0D object.

### `__call__(it)`

Returns a real value giving the 2D curvature (as an angle) of the 1D element to which the `freestyle.types.Interface0D` pointed by the Interface0DIterator belongs. The 2D curvature is evaluated at the Interface0D.

#### **PARAMETERS:**

`it(freestyle.types.Interface0DIterator)` – An Interface0DIterator object.

DEFINITIONS

**RETURNS:**

The 2D curvature of the 1D element evaluated at the pointed Interface0D.

**RETURN TYPE:**

float

**class freestyle.functions.Curvature2DAngleF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DDouble` > `Curvature2DAngleF1D`

**\_\_init\_\_(integration\_type=IntegrationType.MEAN)**

Builds a Curvature2DAngleF1D object.

**PARAMETERS:**

`integration_type` (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from set of values.

**\_\_call\_\_(inter)**

Returns the 2D curvature as an angle for an Interface1D.

**PARAMETERS:**

`inter` (`freestyle.types.Interface1D`) – An Interface1D object.

**RETURNS:**

The 2D curvature as an angle.

**RETURN TYPE:**

float

**class freestyle.functions.CurveMaterialF0D**

A replacement of the built-in MaterialF0D for stroke creation. MaterialF0D does not work with Curves and Strokes. Line color priority is used to pick one of the two materials at material boundaries.

**Notes: expects instances of CurvePoint to be iterated over**

can return None if no fedge can be found

**class freestyle.functions.CurveNatureF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DEdgeNature` > `CurveNatureF0D`

**\_\_init\_\_(it)**

Builds a CurveNatureF0D object.

**\_\_call\_\_(it)**

Returns the `freestyle.types.Nature` of the 1D element the Interface0D pointed by the Interface0DIterator belongs to.

**PARAMETERS:**

`it` (`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

**RETURNS:**

The nature of the 1D element to which the pointed Interface0D belongs.

**RETURN TYPE:**

`freestyle.types.Nature`

**class freestyle.functions.CurveNatureF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DEdgeNature` > `CurveNatureF1D`

## `__init__(integration_type=IntegrationType.MEAN)`

Builds a CurveNatureF1D object.

### PARAMETERS:

- `integration_type` (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from set of values.

## `__call__(inter)`

Returns the nature of the Interface1D (silhouette, ridge, crease, and so on). Except if the Interface1D is a `freestyle.types.ViewEdge`, this result might be ambiguous. Indeed, the Interface1D might result from the gathering of several 1D elements, each one being of a different nature. An integration method, such as the MEAN, might give, in this case, irrelevant results.

### PARAMETERS:

- `inter` (`freestyle.types.Interface1D`) – An Interface1D object.

### RETURNS:

The nature of the Interface1D.

### RETURN TYPE:

`freestyle.types.Nature`

## `class freestyle.functions.DensityF0D`

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DDouble` > `DensityF0D`

## `__init__(sigma=2.0)`

Builds a DensityF0D object.

### PARAMETERS:

- `sigma` (`float`) – The gaussian sigma value indicating the X value for which the gaussian function is 0.5. It leads to the window size value (the larger, the smoother).

## `__call__(it)`

Returns the density of the (result) image evaluated at the `freestyle.types.Interface0D` pointed by the Interface0DIterator. The density is evaluated using a pixels square window around the evaluation point and integrating these values using a gaussian.

### PARAMETERS:

- `it` (`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

### RETURNS:

The density of the image evaluated at the pointed Interface0D.

### RETURN TYPE:

`float`

## `class freestyle.functions.DensityF1D`

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DDouble` > `DensityF1D`

## `__init__(sigma=2.0, integration_type=IntegrationType.MEAN, sampling=2.0)`

Builds a DensityF1D object.

### PARAMETERS:

- `sigma` (`float`) – The sigma used in DensityF0D and determining the window size used in each density query.
- `integration_type` (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from set of values.
- `sampling` (`float`) – The resolution used to sample the chain: the corresponding 0D function is evaluated at each sample point and the result is obtained by combining the resulting values into a single one, following the method specified by `integration_type`.

## call\_(inter)

Returns the density evaluated for an Interface1D. The density is evaluated for a set of points along the Interface1D (using the `freestyle.functions.DensityF0D` functor) with a user-defined sampling and then integrated into a single value using a user-defined integration method.

### **PARAMETERS:**

`inter (freestyle.types.Interface1D)` – An Interface1D object.

### **RETURNS:**

The density evaluated for an Interface1D.

### **RETURN TYPE:**

float

## **class freestyle.functions.GetCompleteViewMapDensityF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D > freestyle.types.UnaryFunction1DDouble > GetCompleteViewMapDensityF1D`

## \_\_init\_\_(level, integration\_type=IntegrationType.MEAN, sampling=2.0)

Builds a GetCompleteViewMapDensityF1D object.

### **PARAMETERS:**

- **level** (*int*) – The level of the pyramid from which the pixel must be read.
- **integration\_type** (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from set of values.
- **sampling** (*float*) – The resolution used to sample the chain: the corresponding 0D function is evaluated at each sample point and the result is obtained by combining the resulting values into a single one, following the method specified by `integration_type`.

## call\_(inter)

Returns the density evaluated for an Interface1D in the complete viewmap image. The density is evaluated for a set of points along the Interface1D (using the `freestyle.functions.ReadCompleteViewMapPixelF0D` functor) and then integrated into a single value using a user-defined integration method.

### **PARAMETERS:**

`inter (freestyle.types.Interface1D)` – An Interface1D object.

### **RETURNS:**

The density evaluated for the Interface1D in the complete viewmap image.

### **RETURN TYPE:**

float

## **class freestyle.functions.GetCurvilinearAbscissaF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D > freestyle.types.UnaryFunction0DFloat > GetCurvilinearAbscissaF0D`

## \_\_init\_\_(it)

Builds a GetCurvilinearAbscissaF0D object.

## call\_(it)

Returns the curvilinear abscissa of the `freestyle.types.Interface0D` pointed by the `Interface0DIterator` in the context of its 11 element.

### **PARAMETERS:**

`it (freestyle.types.Interface0DIterator)` – An `Interface0DIterator` object.

### **RETURNS:**

The curvilinear abscissa of the pointed `Interface0D`.

**RETURN TYPE:**

float

**class freestyle.functions.GetDirectionalViewMapDensityF1D**Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DDouble` > `GetDirectionalViewMapDensityF1D`**\_\_init\_\_(orientation, level, integration\_type=IntegrationType.MEAN, sampling=2.0)**

Builds a GetDirectionalViewMapDensityF1D object.

**PARAMETERS:**

- **orientation** (*int*) – The number of the directional map we must work with.
- **level** (*int*) – The level of the pyramid from which the pixel must be read.
- **integration\_type** (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from set of values.
- **sampling** (*float*) – The resolution used to sample the chain: the corresponding 0D function is evaluated at each sample point and the result is obtained by combining the resulting values into a single one, following the method specified by `integration_type`.

**\_\_call\_\_(inter)**

Returns the density evaluated for an Interface1D in of the steerable viewmaps image. The direction telling which Directional map to choose is explicitly specified by the user. The density is evaluated for a set of points along the Interface1D (using the `freestyle.functions.ReadSteerableViewMapPixelF0D` functor) and then integrated into a single value using a user-defined integration method.

**PARAMETERS:**`inter` (`freestyle.types.Interface1D`) – An Interface1D object.**RETURNS:**

the density evaluated for an Interface1D in of the steerable viewmaps image.

**RETURN TYPE:**

float

**class freestyle.functions.GetOccludeeF0D**Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DViewShape` > `GetOccludeeF0D`**\_\_init\_\_(it)**

Builds a GetOccludeeF0D object.

**\_\_call\_\_(it)**Returns the `freestyle.types.ViewShape` that the Interface0D pointed by the Interface0DIterator occludes.**PARAMETERS:**`it` (`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.**RETURNS:**

The ViewShape occluded by the pointed Interface0D.

**RETURN TYPE:**`freestyle.types.ViewShape`**class freestyle.functions.GetOccludeeF1D**Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DVectorViewShape` > `GetOccludeeF1D`**\_\_init\_\_(it)**

Builds a GetOccludeeF1D object.

### \_\_call\_\_(inter)

Returns a list of occluded shapes covered by this Interface1D.

#### **PARAMETERS:**

**inter**(`freestyle.types.Interface1D`) – An Interface1D object.

#### **RETURNS:**

A list of occluded shapes covered by the Interface1D.

#### **RETURN TYPE:**

`list[freestyle.types.ViewShape]`

## **class freestyle.functions.GetOccludersF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D` >  
`freestyle.types.UnaryFunction0DVectorViewShape` > `GetOccludersF0D`

### \_\_init\_\_0

Builds a GetOccludersF0D object.

### \_\_call\_\_(it)

Returns a list of `freestyle.types.ViewShape` occluding the `freestyle.types.Interface0D` pointed by the Interface0DIterator.

#### **PARAMETERS:**

**it**(`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

#### **RETURNS:**

A list of ViewShape objects occluding the pointed Interface0D.

#### **RETURN TYPE:**

`list[freestyle.types.ViewShape]`

## **class freestyle.functions.GetOccludersF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D` >  
`freestyle.types.UnaryFunction1DVectorViewShape` > `GetOccludersF1D`

### \_\_init\_\_0

Builds a GetOccludersF1D object.

### \_\_call\_\_(inter)

Returns a list of occluding shapes that cover this Interface1D.

#### **PARAMETERS:**

**inter**(`freestyle.types.Interface1D`) – An Interface1D object.

#### **RETURNS:**

A list of occluding shapes that cover the Interface1D.

#### **RETURN TYPE:**

`list[freestyle.types.ViewShape]`

## **class freestyle.functions.GetParameterF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DFloat` >  
`GetParameterF0D`

### \_\_init\_\_0

Builds a GetParameterF0D object.

## \_\_call\_\_(it)

Returns the parameter of the `freestyle.types.Interface0D` pointed by the `Interface0DIterator` in the context of its 1D element.

### **PARAMETERS:**

`it (freestyle.types.Interface0DIterator)` – An `Interface0DIterator` object.

### **RETURNS:**

The parameter of an `Interface0D`.

### **RETURN TYPE:**

`float`

## **class freestyle.functions.GetProjectedXF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D > freestyle.types.UnaryFunction0DDouble > GetProjectedXF0D`

## \_\_init\_\_0

Builds a `GetProjectedXF0D` object.

## \_\_call\_\_(it)

Returns the X 3D projected coordinate of the `freestyle.types.Interface0D` pointed by the `Interface0DIterator`.

### **PARAMETERS:**

`it (freestyle.types.Interface0DIterator)` – An `Interface0DIterator` object.

### **RETURNS:**

The X 3D projected coordinate of the pointed `Interface0D`.

### **RETURN TYPE:**

`float`

## **class freestyle.functions.GetProjectedXF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D > freestyle.types.UnaryFunction1DDouble > GetProjectedXF1D`

## \_\_init\_\_(integration\_type=IntegrationType.MEAN)

Builds a `GetProjectedXF1D` object.

### **PARAMETERS:**

`integration_type (freestyle.types.IntegrationType)` – The integration method used to compute a single value from set of values.

## \_\_call\_\_(inter)

Returns the projected X 3D coordinate of an `Interface1D`.

### **PARAMETERS:**

`inter (freestyle.types.Interface1D)` – An `Interface1D` object.

### **RETURNS:**

The projected X 3D coordinate of an `Interface1D`.

### **RETURN TYPE:**

`float`

## **class freestyle.functions.GetProjectedYF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D > freestyle.types.UnaryFunction0DDouble > GetProjectedYF0D`

## init ▾

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Builds a GetProjectedYF0D object.

### call\_(it)

Returns the Y 3D projected coordinate of the `freestyle.types.Interface0D` pointed by the Interface0DIterator.

#### **PARAMETERS:**

`it(freestyle.types.Interface0DIterator)` – An Interface0DIterator object.

#### **RETURNS:**

The Y 3D projected coordinate of the pointed Interface0D.

#### **RETURN TYPE:**

float

## **class freestyle.functions.GetProjectedYF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DDouble` > `GetProjectedYF1D`

### init\_(integration\_type=IntegrationType.MEAN)

Builds a GetProjectedYF1D object.

#### **PARAMETERS:**

`integration_type (freestyle.types.IntegrationType)` – The integration method used to compute a single value from set of values.

### call\_(inter)

Returns the projected Y 3D coordinate of an Interface1D.

#### **PARAMETERS:**

`inter(freestyle.types.Interface1D)` – An Interface1D object.

#### **RETURNS:**

The projected Y 3D coordinate of an Interface1D.

#### **RETURN TYPE:**

float

## **class freestyle.functions.GetProjectedZF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DDouble` > `GetProjectedZF0D`

### init\_0

Builds a GetProjectedZF0D object.

### call\_(it)

Returns the Z 3D projected coordinate of the `freestyle.types.Interface0D` pointed by the Interface0DIterator.

#### **PARAMETERS:**

`it(freestyle.types.Interface0DIterator)` – An Interface0DIterator object.

#### **RETURNS:**

The Z 3D projected coordinate of the pointed Interface0D.

#### **RETURN TYPE:**

float

## **class freestyle.functions.GetProjectedZF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DDouble` > `GetProjectedZF1D`

[Source](#) [Download](#)

## `__init__(integration_type=IntegrationType.MEAN)`

Builds a GetProjectedZF1D object.

### PARAMETERS:

`integration_type` (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from set of values.

## `__call__(inter)`

Returns the projected Z 3D coordinate of an Interface1D.

### PARAMETERS:

`inter` (`freestyle.types.Interface1D`) – An Interface1D object.

### RETURNS:

The projected Z 3D coordinate of an Interface1D.

### RETURN TYPE:

`float`

## `class freestyle.functions.GetShapeF0D`

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DViewShape` > `GetShapeF0D`

## `__init__0`

Builds a GetShapeF0D object.

## `__call__(it)`

Returns the `freestyle.types.ViewShape` containing the Interface0D pointed by the Interface0DIterator.

### PARAMETERS:

`it` (`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

### RETURNS:

The ViewShape containing the pointed Interface0D.

### RETURN TYPE:

`freestyle.types.ViewShape`

## `class freestyle.functions.GetShapeF1D`

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DVectorViewShape` > `GetShapeF1D`

## `__init__0`

Builds a GetShapeF1D object.

## `__call__(inter)`

Returns a list of shapes covered by this Interface1D.

### PARAMETERS:

`inter` (`freestyle.types.Interface1D`) – An Interface1D object.

### RETURNS:

A list of shapes covered by the Interface1D.

### RETURN TYPE:

`list[freestyle.types.ViewShape]`

## `class freestyle.functions.GetSteerableViewMapDensityF1D`

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DDouble` > `GetSteerableViewMapDensityF1D`

### `__init__(level, integration_type=IntegrationType.MEAN, sampling=2.0)`

Builds a GetSteerableViewMapDensityF1D object.

#### PARAMETERS:

- **level** (*int*) – The level of the pyramid from which the pixel must be read.
- **integration\_type** (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from set of values.
- **sampling** (*float*) – The resolution used to sample the chain: the corresponding 0D function is evaluated at each sample point and the result is obtained by combining the resulting values into a single one, following the method specified by `integration_type`.

### `__call__(inter)`

Returns the density of the ViewMap for a given Interface1D. The density of each `freestyle.types.FEdge` is evaluated in the proper steerable `freestyle.types.ViewMap` depending on its orientation.

#### PARAMETERS:

**inter** (`freestyle.types.Interface1D`) – An Interface1D object.

#### RETURNS:

The density of the ViewMap for a given Interface1D.

#### RETURN TYPE:

`float`

## `class freestyle.functions.GetViewMapGradientNormF0D`

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DFloat` > `GetViewMapGradientNormF0D`

### `__init__(level)`

Builds a GetViewMapGradientNormF0D object.

#### PARAMETERS:

**level** (*int*) – The level of the pyramid from which the pixel must be read.

### `__call__(it)`

Returns the norm of the gradient of the global viewmap density image.

#### PARAMETERS:

**it** (`freestyle.types.Interface0DIIterator`) – An Interface0DIIterator object.

#### RETURNS:

The norm of the gradient of the global viewmap density image.

#### RETURN TYPE:

`float`

## `class freestyle.functions.GetViewMapGradientNormF1D`

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DDouble` > `GetViewMapGradientNormF1D`

### `__init__(level, integration_type=IntegrationType.MEAN, sampling=2.0)`

Builds a GetViewMapGradientNormF1D object.

#### PARAMETERS:

- **level** (*int*) – The level of the pyramid from which the pixel must be read.
- **integration\_type** (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from

set of values.

- **sampling** (*float*) – The resolution used to sample the chain: the corresponding 0D function is evaluated at each sample point and the result is obtained by combining the resulting values into a single one, following the method specified by `integration_type`.

### **\_\_call\_\_(inter)**

Returns the density of the ViewMap for a given Interface1D. The density of each `freestyle.types.FEdge` is evaluated in the proper steerable `freestyle.types.ViewMap` depending on its orientation.

#### **PARAMETERS:**

`inter` (`freestyle.types.Interface1D`) – An Interface1D object.

#### **RETURNS:**

The density of the ViewMap for a given Interface1D.

#### **RETURN TYPE:**

`float`

## **class freestyle.functions.GetXF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DDouble` > `GetXF0D`

### **\_\_init\_\_0**

Builds a GetXF0D object.

### **\_\_call\_\_(it)**

Returns the X 3D coordinate of the `freestyle.types.Interface0D` pointed by the Interface0DIterator.

#### **PARAMETERS:**

`it` (`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

#### **RETURNS:**

The X 3D coordinate of the pointed Interface0D.

#### **RETURN TYPE:**

`float`

## **class freestyle.functions.GetXF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DDouble` > `GetXF1D`

### **\_\_init\_\_(integration\_type=IntegrationType.MEAN)**

Builds a GetXF1D object.

#### **PARAMETERS:**

`integration_type` (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from a set of values.

### **\_\_call\_\_(inter)**

Returns the X 3D coordinate of an Interface1D.

#### **PARAMETERS:**

`inter` (`freestyle.types.Interface1D`) – An Interface1D object.

#### **RETURNS:**

The X 3D coordinate of the Interface1D.

#### **RETURN TYPE:**

`float`

**class freestyle.functions.GetYF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DDouble` > `GetYF0D`

**\_\_init\_\_0**

Builds a GetYF0D object.

**\_\_call\_\_(it)**

Returns the Y 3D coordinate of the `freestyle.types.Interface0D` pointed by the Interface0DIterator.

**PARAMETERS:**

`it` (`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

**RETURNS:**

The Y 3D coordinate of the pointed Interface0D.

**RETURN TYPE:**

`float`

**class freestyle.functions.GetYF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DDouble` > `GetYF1D`

**\_\_init\_\_(integration\_type=IntegrationType.MEAN)**

Builds a GetYF1D object.

**PARAMETERS:**

`integration_type` (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from set of values.

**\_\_call\_\_(inter)**

Returns the Y 3D coordinate of an Interface1D.

**PARAMETERS:**

`inter` (`freestyle.types.Interface1D`) – An Interface1D object.

**RETURNS:**

The Y 3D coordinate of the Interface1D.

**RETURN TYPE:**

`float`

**class freestyle.functions.GetZF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DDouble` > `GetZF0D`

**\_\_init\_\_0**

Builds a GetZF0D object.

**\_\_call\_\_(it)**

Returns the Z 3D coordinate of the `freestyle.types.Interface0D` pointed by the Interface0DIterator.

**PARAMETERS:**

`it` (`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

**RETURNS:**

The Z 3D coordinate of the pointed Interface0D.

**RETURN TYPE:**

`float`

**class freestyle.functions.GetZF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DDouble` > `GetZF1D`

**\_\_init\_\_(integration\_type=IntegrationType.MEAN)**

Builds a GetZF1D object.

**PARAMETERS:**

**integration\_type** (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from set of values.

**\_\_call\_\_(inter)**

Returns the Z 3D coordinate of an Interface1D.

**PARAMETERS:**

**inter** (`freestyle.types.Interface1D`) – An Interface1D object.

**RETURNS:**

The Z 3D coordinate of the Interface1D.

**RETURN TYPE:**

`float`

**class freestyle.functions.IncrementChainingTimeStampF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DVoid` > `IncrementChainingTimeStampF1D`

**\_\_init\_\_0**

Builds an IncrementChainingTimeStampF1D object.

**\_\_call\_\_(inter)**

Increments the chaining time stamp of the Interface1D.

**PARAMETERS:**

**inter** (`freestyle.types.Interface1D`) – An Interface1D object.

**class freestyle.functions.LocalAverageDepthF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DDouble` > `LocalAverageDepthF0D`

**\_\_init\_\_(mask\_size=5.0)**

Builds a LocalAverageDepthF0D object.

**PARAMETERS:**

**mask\_size** (`float`) – The size of the mask.

**\_\_call\_\_(it)**

Returns the average depth around the `freestyle.types.Interface0D` pointed by the Interface0DIterator. The result is obtained by querying the depth buffer on a window around that point.

**PARAMETERS:**

**it** (`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

**RETURNS:**

The average depth around the pointed Interface0D.

**RETURN TYPE:**

float

## class freestyle.functions.LocalAverageDepthF1D

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DDouble` > `LocalAverageDepthF1D`

### \_\_init\_\_(sigma, integration\_type=IntegrationType.MEAN)

Builds a LocalAverageDepthF1D object.

#### PARAMETERS:

- **sigma** (`float`) – The sigma used in DensityF0D and determining the window size used in each density query.
- **integration\_type** (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from set of values.

### \_\_call\_\_(inter)

Returns the average depth evaluated for an Interface1D. The average depth is evaluated for a set of points along the Interface1D (using the `freestyle.functions.LocalAverageDepthF0D` functor) with a user-defined sampling and then integrated into a single value using a user-defined integration method.

#### PARAMETERS:

`inter` (`freestyle.types.Interface1D`) – An Interface1D object.

#### RETURNS:

The average depth evaluated for the Interface1D.

#### RETURN TYPE:

float

## class freestyle.functions.MaterialF0D

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DMaterial` > `MaterialF0D`

### \_\_init\_\_(0)

Builds a MaterialF0D object.

### \_\_call\_\_(it)

Returns the material of the object evaluated at the `freestyle.types.Interface0D` pointed by the Interface0DIterator. This evaluation can be ambiguous (in the case of a `freestyle.types.TVertex` for example). This functor tries to remove this ambiguity using the context offered by the 1D element to which the Interface0DIterator belongs to and by arbitrary choosing the material of the face that lies on its left when following the 1D element if there are two different materials on each side of the point. However, there still can be problematic cases, and the user willing to deal with this cases in a specific way should implement its own `getMaterial` functor.

#### PARAMETERS:

`it` (`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

#### RETURNS:

The material of the object evaluated at the pointed Interface0D.

#### RETURN TYPE:

`freestyle.types.Material`

## class freestyle.functions.Normal2DF0D

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DVec2f` > `Normal2DF0D`

### \_\_init\_\_(0)

Builds a Normal2DF0D object.

## \_\_call\_\_(it)

Returns a two-dimensional vector giving the normalized 2D normal to the 1D element to which the `freestyle.types.Interface0D` pointed by the `Interface0DIIterator` belongs. The normal is evaluated at the pointed `Interface0D`.

### **PARAMETERS:**

`it (freestyle.types.Interface0DIIterator)` – An `Interface0DIIterator` object.

### **RETURNS:**

The 2D normal of the 1D element evaluated at the pointed `Interface0D`.

### **RETURN TYPE:**

`mathutils.Vector`

## **class freestyle.functions.Normal2DF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DVec2f` > `Normal2DF1D`

## \_\_init\_\_(integration\_type=IntegrationType.MEAN)

Builds a `Normal2DF1D` object.

### **PARAMETERS:**

`integration_type (freestyle.types.IntegrationType)` – The integration method used to compute a single value from set of values.

## \_\_call\_\_(inter)

Returns the 2D normal for the `Interface1D`.

### **PARAMETERS:**

`inter (freestyle.types.Interface1D)` – An `Interface1D` object.

### **RETURNS:**

The 2D normal for the `Interface1D`.

### **RETURN TYPE:**

`mathutils.Vector`

## **class freestyle.functions.Orientation2DF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DVec2f` > `Orientation2DF1D`

## \_\_init\_\_(integration\_type=IntegrationType.MEAN)

Builds an `Orientation2DF1D` object.

### **PARAMETERS:**

`integration_type (freestyle.types.IntegrationType)` – The integration method used to compute a single value from set of values.

## \_\_call\_\_(inter)

Returns the 2D orientation of the `Interface1D`.

### **PARAMETERS:**

`inter (freestyle.types.Interface1D)` – An `Interface1D` object.

### **RETURNS:**

The 2D orientation of the `Interface1D`.

### **RETURN TYPE:**

`mathutils.Vector`

## **class freestyle.functions.Orientation3DF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DVec3f` > `Orientation3DF1D`

### `__init__(integration_type=IntegrationType.MEAN)`

Builds an Orientation3DF1D object.

#### **PARAMETERS:**

`integration_type` (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from set of values.

### `__call__(inter)`

Returns the 3D orientation of the Interface1D.

#### **PARAMETERS:**

`inter` (`freestyle.types.Interface1D`) – An Interface1D object.

#### **RETURNS:**

The 3D orientation of the Interface1D.

#### **RETURN TYPE:**

`mathutils.Vector`

## `class freestyle.functions.QuantitativeInvisibilityF0D`

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DUnsigned` > `QuantitativeInvisibilityF0D`

### `__init__0`

Builds a QuantitativeInvisibilityF0D object.

### `__call__(it)`

Returns the quantitative invisibility of the `freestyle.types.Interface0D` pointed by the Interface0DIterator. This evaluation can be ambiguous (in the case of a `freestyle.types.TVertex` for example). This functor tries to remove this ambiguity using the context offered by the 1D element to which the Interface0D belongs to. However, there still can be problematic cases, and the user willing to deal with this cases in a specific way should implement its own getQIF0D functor.

#### **PARAMETERS:**

`it` (`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

#### **RETURNS:**

The quantitative invisibility of the pointed Interface0D.

#### **RETURN TYPE:**

`int`

## `class freestyle.functions.QuantitativeInvisibilityF1D`

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DUnsigned` > `QuantitativeInvisibilityF1D`

### `__init__(integration_type=IntegrationType.MEAN)`

Builds a QuantitativeInvisibilityF1D object.

#### **PARAMETERS:**

`integration_type` (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from set of values.

### `__call__(inter)`

Returns the Quantitative Invisibility of an Interface1D element. If the Interface1D is a `freestyle.types.ViewEdge`, then there is no ambiguity concerning the result. But, if the Interface1D results of a chaining (chain, stroke), then it might be made of several 1D elements of

different Quantitative Invisibilities.

**PARAMETERS:**

**inter**(`freestyle.types.Interface1D`) – An Interface1D object.

**RETURNS:**

The Quantitative Invisibility of the Interface1D.

**RETURN TYPE:**

`int`

**class freestyle.functions.ReadCompleteViewMapPixelF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DFloat` > `ReadCompleteViewMapPixelF0D`

**\_\_init\_\_(level)**

Builds a ReadCompleteViewMapPixelF0D object.

**PARAMETERS:**

**level** (`int`) – The level of the pyramid from which the pixel must be read.

**\_\_call\_\_(it)**

Reads a pixel in one of the level of the complete viewmap.

**PARAMETERS:**

**it**(`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

**RETURNS:**

A pixel in one of the level of the complete viewmap.

**RETURN TYPE:**

`float`

**class freestyle.functions.ReadMapPixelF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DFloat` > `ReadMapPixelF0D`

**\_\_init\_\_(map\_name, level)**

Builds a ReadMapPixelF0D object.

**PARAMETERS:**

- **map\_name** (`str`) – The name of the map to be read.
- **level** (`int`) – The level of the pyramid from which the pixel must be read.

**\_\_call\_\_(it)**

Reads a pixel in a map.

**PARAMETERS:**

**it**(`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

**RETURNS:**

A pixel in a map.

**RETURN TYPE:**

`float`

**class freestyle.functions.ReadSteerableViewMapPixelF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DFloat` > `ReadSteerableViewMapPixelF0D`

## \_\_init\_\_(orientation, level)

Builds a ReadSteerableViewMapPixelF0D object.

### PARAMETERS:

- **orientation** (*int*) – The integer belonging to [0, 4] indicating the orientation (E, NE, N, NW) we are interested in.
- **level** (*int*) – The level of the pyramid from which the pixel must be read.

## \_\_call\_\_(it)

Reads a pixel in one of the level of one of the steerable viewmaps.

### PARAMETERS:

**it** (`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

### RETURNS:

A pixel in one of the level of one of the steerable viewmaps.

### RETURN TYPE:

float

## **class freestyle.functions.ShapeIdF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DId` > `ShapeIdF0D`

## \_\_init\_\_()

Builds a ShapeIdF0D object.

## \_\_call\_\_(it)

Returns the `freestyle.types.Id` of the Shape the `freestyle.types.Interface0D` pointed by the Interface0DIterator belongs to. This evaluation can be ambiguous (in the case of a `freestyle.types.TVertex` for example). This functor tries to remove this ambiguity using the context offered by the 1D element to which the Interface0DIterator belongs to. However, there still can be problematic cases, and the user willing to deal with this cases in a specific way should implement its own `getShapeIdF0D` functor.

### PARAMETERS:

**it** (`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

### RETURNS:

The Id of the Shape the pointed Interface0D belongs to.

### RETURN TYPE:

`freestyle.types.Id`

## **class freestyle.functions.TimeStampF1D**

Class hierarchy: `freestyle.types.UnaryFunction1D` > `freestyle.types.UnaryFunction1DVoid` > `TimeStampF1D`

## \_\_init\_\_()

Builds a TimeStampF1D object.

## \_\_call\_\_(inter)

Returns the time stamp of the Interface1D.

### PARAMETERS:

**inter** (`freestyle.types.Interface1D`) – An Interface1D object.

## **class freestyle.functions.VertexOrientation2DF0D**

Class hierarchy: `freestyle.types.UnaryFunction0D` > `freestyle.types.UnaryFunction0DVec2f` > `VertexOrientation2DF0D`

## \_\_init\_\_()



`ZDiscontinuityF1D`

### `__init__(integration_type=IntegrationType.MEAN)`

Builds a ZDiscontinuityF1D object.

#### PARAMETERS:

`integration_type` (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from set of values.

### `__call__(inter)`

Returns a real value giving the distance between an Interface1D and the shape that lies behind (occludee). This distance is evaluated in the camera space and normalized between 0 and 1. Therefore, if no object is occluded by the shape to which the Interface1D belongs to, 1 is returned.

#### PARAMETERS:

`inter` (`freestyle.types.Interface1D`) – An Interface1D object.

#### RETURNS:

The normalized distance between the Interface1D and the occludee.

#### RETURN TYPE:

float

**class** freestyle.functions.pyCurvilinearLengthF0D

**class** freestyle.functions.pyDensityAnisotropyF0D

Estimates the anisotropy of density.

**class** freestyle.functions.pyDensityAnisotropyF1D

**class** freestyle.functions.pyGetInverseProjectedZF1D

**class** freestyle.functions.pyGetSquareInverseProjectedZF1D

**class** freestyle.functions.pyInverseCurvature2DAngleF0D

**class** freestyle.functions.pyViewMapGradientNormF0D

**class** freestyle.functions.pyViewMapGradientNormF1D

**class** freestyle.functions.pyViewMapGradientVectorF0D

Returns the gradient vector for a pixel.

### `__init__(self, level)`

Builds a pyViewMapGradientVectorF0D object.

#### PARAMETERS:

`level` (`int`) – the level at which to compute the gradient

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Freestyle Predicates (`freestyle.predicates`)

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Freestyle Chaining Iterators (`freestyle.chainingiterator`)

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# Freestyle Module (freestyle)

This module provides data types of view map components (0D and 1D elements), base classes for defining line stylization rules (predicates, functions, chaining iterators, and stroke shaders), as well as helper functions for style module writing.

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[Freestyle Predicates \(freestyle.predicates\)](#)

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# Freestyle Predicates (freestyle.predicates)

This module contains predicates operating on vertices (0D elements) and polylines (1D elements). It is also intended to be a collection of examples for predicate definition in Python.

User-defined predicates inherit one of the following base classes, depending on the object type (0D or 1D) to operate on and the arity (unary or binary):

- `freestyle.types.BinaryPredicate0D`
- `freestyle.types.BinaryPredicate1D`
- `freestyle.types.UnaryPredicate0D`
- `freestyle.types.UnaryPredicate1D`

**class** freestyle.predicates.**AndBP1D**

**class** freestyle.predicates.**AndUP1D**

**class** freestyle.predicates.**ContourUP1D**

Class hierarchy: `freestyle.types.UnaryPredicate1D > ContourUP1D`

**\_call\_(inter)**

Returns true if the Interface1D is a contour. An Interface1D is a contour if it is bordered by a different shape on each of its sides.

**PARAMETERS:**

`inter (freestyle.types.Interface1D)` – An Interface1D object.

**RETURNS:**

True if the Interface1D is a contour, false otherwise.

**RETURN TYPE:**

`bool`

**class** freestyle.predicates.**DensityLowerThanUP1D**

Class hierarchy: `freestyle.types.UnaryPredicate1D > DensityLowerThanUP1D`

**\_init\_(threshold, sigma=2.0)**

Builds a DensityLowerThanUP1D object.

**PARAMETERS:**

- `threshold (float)` – The value of the threshold density. Any Interface1D having a density lower than this threshold will match.
- `sigma (float)` – The sigma value defining the density evaluation window size used in the `freestyle.functions.DensityF0D` functor.

**\_call\_(inter)**

Returns true if the density evaluated for the Interface1D is less than a user-defined density value.

**PARAMETERS:**

`inter (freestyle.types.Interface1D)` – An Interface1D object.

**RETURNS:**

True if the density is lower than a threshold.

**RETURN TYPE:**

`bool`

**class** freestyle.predicates.**EqualToChainingTimeStampUP1D**

Class hierarchy: `freestyle.types.UnaryPredicate1D > freestyle.types.EqualToChainingTimeStampUP1D`

## \_\_init\_\_(ts)

Builds a EqualToChainingTimeStampUP1D object.

### **PARAMETERS:**

**ts** (*int*) – A time stamp value.

## \_\_call\_\_(inter)

Returns true if the Interface1D's time stamp is equal to a certain user-defined value.

### **PARAMETERS:**

**inter** ([freestyle.types.Interface1D](#)) – An Interface1D object.

### **RETURNS:**

True if the time stamp is equal to a user-defined value.

### **RETURN TYPE:**

bool

## **class freestyle.predicates.EqualToTimeStampUP1D**

Class hierarchy: [freestyle.types.UnaryPredicate1D](#) > [EqualToTimeStampUP1D](#)

## \_\_init\_\_(ts)

Builds a EqualToTimeStampUP1D object.

### **PARAMETERS:**

**ts** (*int*) – A time stamp value.

## \_\_call\_\_(inter)

Returns true if the Interface1D's time stamp is equal to a certain user-defined value.

### **PARAMETERS:**

**inter** ([freestyle.types.Interface1D](#)) – An Interface1D object.

### **RETURNS:**

True if the time stamp is equal to a user-defined value.

### **RETURN TYPE:**

bool

## **class freestyle.predicates.ExternalContourUP1D**

Class hierarchy: [freestyle.types.UnaryPredicate1D](#) > [ExternalContourUP1D](#)

## \_\_call\_\_(inter)

Returns true if the Interface1D is an external contour. An Interface1D is an external contour if it is bordered by no shape on one of its sides.

### **PARAMETERS:**

**inter** ([freestyle.types.Interface1D](#)) – An Interface1D object.

### **RETURNS:**

True if the Interface1D is an external contour, false otherwise.

### **RETURN TYPE:**

bool

## **class freestyle.predicates.FalseBP1D**

Class hierarchy: [freestyle.types.BinaryPredicate1D](#) > [FalseBP1D](#)

## \_\_call\_\_(inter1, inter2)

Always returns false.

**PARAMETERS:**

- **inter1** (`freestyle.types.Interface1D`) – The first Interface1D object.
- **inter2** (`freestyle.types.Interface1D`) – The second Interface1D object.

**RETURNS:**

False.

**RETURN TYPE:**

bool

**class freestyle.predicates.FalseUP0D**

Class hierarchy: `freestyle.types.UnaryPredicate0D` > `FalseUP0D`

**\_call\_(it)**

Always returns false.

**PARAMETERS:**

- **it** (`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

**RETURNS:**

False.

**RETURN TYPE:**

bool

**class freestyle.predicates.FalseUP1D**

Class hierarchy: `freestyle.types.UnaryPredicate1D` > `FalseUP1D`

**\_call\_(inter)**

Always returns false.

**PARAMETERS:**

- **inter** (`freestyle.types.Interface1D`) – An Interface1D object.

**RETURNS:**

False.

**RETURN TYPE:**

bool

**class freestyle.predicates.Length2DBP1D**

Class hierarchy: `freestyle.types.BinaryPredicate1D` > `Length2DBP1D`

**\_call\_(inter1, inter2)**

Returns true if the 2D length of inter1 is less than the 2D length of inter2.

**PARAMETERS:**

- **inter1** (`freestyle.types.Interface1D`) – The first Interface1D object.
- **inter2** (`freestyle.types.Interface1D`) – The second Interface1D object.

**RETURNS:**

True or false.

**RETURN TYPE:**

bool

**class freestyle.predicates.MaterialBP1D**

Checks whether the two supplied ViewEdges have the same material.

```
class freestyle.predicates.NotBP1D

class freestyle.predicates.NotUP1D

class freestyle.predicates.ObjectNamesUP1D

class freestyle.predicates.OrBP1D

class freestyle.predicates.OrUP1D

class freestyle.predicates.QuantitativeInvisibilityRangeUP1D

class freestyle.predicates.QuantitativeInvisibilityUP1D
```

Class hierarchy: `freestyle.types.UnaryPredicate1D` > `QuantitativeInvisibilityUP1D`

#### \_\_init\_\_(qi=0)

Builds a QuantitativeInvisibilityUP1D object.

#### **PARAMETERS:**

`qi (int)` – The Quantitative Invisibility you want the Interface1D to have.

#### \_\_call\_\_(inter)

Returns true if the Quantitative Invisibility evaluated at an Interface1D, using the `freestyle.functions.QuantitativeInvisibilityF1D` functor, equals a certain user-defined value.

#### **PARAMETERS:**

`inter (freestyle.types.Interface1D)` – An Interface1D object.

#### **RETURNS:**

True if Quantitative Invisibility equals a user-defined value.

#### **RETURN TYPE:**

bool

```
class freestyle.predicates.SameShapeIdBP1D
```

Class hierarchy: `freestyle.types.BinaryPredicate1D` > `SameShapeIdBP1D`

#### \_\_call\_\_(inter1, inter2)

Returns true if inter1 and inter2 belong to the same shape.

#### **PARAMETERS:**

- `inter1 (freestyle.types.Interface1D)` – The first Interface1D object.
- `inter2 (freestyle.types.Interface1D)` – The second Interface1D object.

#### **RETURNS:**

True or false.

#### **RETURN TYPE:**

bool

```
class freestyle.predicates.ShapeUP1D
```

Class hierarchy: `freestyle.types.UnaryPredicate1D` > `ShapeUP1D`

#### \_\_init\_\_(first, second=0)

Builds a ShapeUP1D object.

#### **PARAMETERS:**

- `first (int)` – The first Id component.

- **second** (*int*) – The second Id component.

### \_\_call\_\_(inter)

Returns true if the shape to which the Interface1D belongs to has the same `freestyle.types.Id` as the one specified by the user.

#### **PARAMETERS:**

**inter** (`freestyle.types.Interface1D`) – An Interface1D object.

#### **RETURNS:**

True if Interface1D belongs to the shape of the user-specified Id.

#### **RETURN TYPE:**

bool

### **class freestyle.predicates.TrueBP1D**

Class hierarchy: `freestyle.types.BinaryPredicate1D` > `TrueBP1D`

### \_\_call\_\_(inter1, inter2)

Always returns true.

#### **PARAMETERS:**

- **inter1** (`freestyle.types.Interface1D`) – The first Interface1D object.
- **inter2** (`freestyle.types.Interface1D`) – The second Interface1D object.

#### **RETURNS:**

True.

#### **RETURN TYPE:**

bool

### **class freestyle.predicates.TrueUP0D**

Class hierarchy: `freestyle.types.UnaryPredicate0D` > `TrueUP0D`

### \_\_call\_\_(it)

Always returns true.

#### **PARAMETERS:**

**it** (`freestyle.types.Interface0DIterator`) – An Interface0DIterator object.

#### **RETURNS:**

True.

#### **RETURN TYPE:**

bool

### **class freestyle.predicates.TrueUP1D**

Class hierarchy: `freestyle.types.UnaryPredicate1D` > `TrueUP1D`

### \_\_call\_\_(inter)

Always returns true.

#### **PARAMETERS:**

**inter** (`freestyle.types.Interface1D`) – An Interface1D object.

#### **RETURNS:**

True.

#### **RETURN TYPE:**

bool

**class** freestyle.predicates.ViewMapGradientNormBP1DClass hierarchy: `freestyle.types.BinaryPredicate1D` > `ViewMapGradientNormBP1D`**\_\_init\_\_(level, integration\_type=IntegrationType.MEAN, sampling=2.0)**

Builds a ViewMapGradientNormBP1D object.

**PARAMETERS:**

- **level** (*int*) – The level of the pyramid from which the pixel must be read.
- **integration\_type** (`freestyle.types.IntegrationType`) – The integration method used to compute a single value from set of values.
- **sampling** (*float*) – The resolution used to sample the chain: GetViewMapGradientNormF0D is evaluated at each sample point and the result is obtained by combining the resulting values into a single one, following the method specified by `integration_type`.

**\_\_call\_\_(inter1, inter2)**

Returns true if the evaluation of the Gradient norm Function is higher for inter1 than for inter2.

**PARAMETERS:**

- **inter1** (`freestyle.types.Interface1D`) – The first Interface1D object.
- **inter2** (`freestyle.types.Interface1D`) – The second Interface1D object.

**RETURNS:**

True or false.

**RETURN TYPE:**

bool

**class** freestyle.predicates.WithinImageBoundaryUP1DClass hierarchy: `freestyle.types.UnaryPredicate1D` > `WithinImageBoundaryUP1D`**\_\_init\_\_(xmin, ymin, xmax, ymax)**

Builds an WithinImageBoundaryUP1D object.

**PARAMETERS:**

- **xmin** (*float*) – X lower bound of the image boundary.
- **ymin** (*float*) – Y lower bound of the image boundary.
- **xmax** (*float*) – X upper bound of the image boundary.
- **ymax** (*float*) – Y upper bound of the image boundary.

**\_\_call\_\_(inter)**

Returns true if the Interface1D intersects with image boundary.

**class** freestyle.predicates.pyBackTVertexUP0D

Check whether an Interface0DIterator references a TVertex and is the one that is hidden (inferred from the context).

**class** freestyle.predicates.pyClosedCurveUP1D**class** freestyle.predicates.pyDensityFunctorUP1D**class** freestyle.predicates.pyDensityUP1D**class** freestyle.predicates.pyDensityVariableSigmaUP1D**class** freestyle.predicates.pyHighDensityAnisotropyUP1D**class** freestyle.predicates.pyHighDirectionalViewMapDensityUP1D**class** freestyle.predicates.pyHighStochasticViewMapDensityUP1D

```
class freestyle.predicates.pyHighSteerableViewMapDensityUP1D

class freestyle.predicates.pyHighViewMapDensityUP1D

class freestyle.predicates.pyHighViewMapGradientNormUP1D

class freestyle.predicates.pyHigherCurvature2DAngleUP0D

class freestyle.predicates.pyHigherLengthUP1D

class freestyle.predicates.pyHigherNumberOfTurnsUP1D

class freestyle.predicates.pyIsInOccludersListUP1D

class freestyle.predicates.pyIsOccludedByIdListUP1D

class freestyle.predicates.pyIsOccludedByItselfUP1D

class freestyle.predicates.pyIsOccludedByUP1D

class freestyle.predicates.pyLengthBP1D

class freestyle.predicates.pyLowDirectionalViewMapDensityUP1D

class freestyle.predicates.pyLowSteerableViewMapDensityUP1D

class freestyle.predicates.pyNFirstUP1D

class freestyle.predicates.pyNatureBP1D

class freestyle.predicates.pyNatureUP1D

class freestyle.predicates.pyParameterUP0D

class freestyle.predicates.pyParameterUP0DGoodOne

class freestyle.predicates.pyProjectedXBP1D

class freestyle.predicates.pyProjectedYBP1D

class freestyle.predicates.pyShapeIdListUP1D

class freestyle.predicates.pyShapeIdUP1D

class freestyle.predicates.pyShuffleBP1D

class freestyle.predicates.pySilhouetteFirstBP1D

class freestyle.predicates.pyUEqualsUP0D

class freestyle.predicates.pyVertexNatureUP0D

class freestyle.predicates.pyViewMapGradientNormBP1D

class freestyle.predicates.pyZBP1D

class freestyle.predicates.pyZDiscontinuityBP1D
```

**class freestyle.predicates.pyZSmallerUP1D**

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# Freestyle Shaders (freestyle.shaders)

This module contains stroke shaders used for creation of stylized strokes. It is also intended to be a collection of examples for shader definition in Python.

User-defined stroke shaders inherit the `freestyle.types.StrokeShader` class.

## `class freestyle.shaders.BackboneStretcherShader`

Class hierarchy: `freestyle.types.StrokeShader` > `BackboneStretcherShader`

[Geometry shader]

### `__init__(amount=2.0)`

Builds a BackboneStretcherShader object.

#### PARAMETERS:

`amount (float)` – The stretching amount value.

### `shade(stroke)`

Stretches the stroke at its two extremities and following the respective directions: v(1)v(0) and v(n-1)v(n).

#### PARAMETERS:

`stroke (freestyle.types.Stroke)` – A Stroke object.

## `class freestyle.shaders.BezierCurveShader`

Class hierarchy: `freestyle.types.StrokeShader` > `BezierCurveShader`

[Geometry shader]

### `__init__(error=4.0)`

Builds a BezierCurveShader object.

#### PARAMETERS:

`error (float)` – The error we're allowing for the approximation. This error is the max distance allowed between the new curve and the original geometry.

### `shade(stroke)`

Transforms the stroke backbone geometry so that it corresponds to a Bezier Curve approximation of the original backbone geometry.

#### PARAMETERS:

`stroke (freestyle.types.Stroke)` – A Stroke object.

## `class freestyle.shaders.BlenderTextureShader`

Class hierarchy: `freestyle.types.StrokeShader` > `BlenderTextureShader`

[Texture shader]

### `__init__(texture)`

Builds a BlenderTextureShader object.

#### PARAMETERS:

`texture ( bpy.types.LineStyleTextureSlot or bpy.types.ShaderNodeTree )` – A line style texture slot or a shader node tree to define a set of textures.

### `shade(stroke)`

Assigns a blender texture slot to the stroke shading in order to simulate marks.

#### PARAMETERS:

`stroke (freestyle.types.Stroke)` – A Stroke object.

## class freestyle.shaders.CalligraphicShader

Class hierarchy: `freestyle.types.StrokeShader` > `CalligraphicShader`

[Thickness Shader]

### `__init__(thickness_min, thickness_max, orientation, clamp)`

Builds a CalligraphicShader object.

#### PARAMETERS:

- **thickness\_min** (*float*) – The minimum thickness in the direction perpendicular to the main direction.
- **thickness\_max** (*float*) – The maximum thickness in the main direction.
- **orientation** (`mathutils.Vector`) – The 2D vector giving the main direction.
- **clamp** (*bool*) – If true, the strokes are drawn in black when the stroke direction is between -90 and 90 degrees with respect to the main direction and drawn in white otherwise. If false, the strokes are always drawn in black.

### `shade(stroke)`

Assigns thicknesses to the stroke vertices so that the stroke looks like made with a calligraphic tool, i.e. the stroke will be the thickest in a main direction, and the thinnest in the direction perpendicular to this one, and an interpolation in between.

#### PARAMETERS:

**stroke** (`freestyle.types.Stroke`) – A Stroke object.

## class freestyle.shaders.ColorNoiseShader

Class hierarchy: `freestyle.types.StrokeShader` > `ColorNoiseShader`

[Color shader]

### `__init__(amplitude, period)`

Builds a ColorNoiseShader object.

#### PARAMETERS:

- **amplitude** (*float*) – The amplitude of the noise signal.
- **period** (*float*) – The period of the noise signal.

### `shade(stroke)`

Shader to add noise to the stroke colors.

#### PARAMETERS:

**stroke** (`freestyle.types.Stroke`) – A Stroke object.

## class freestyle.shaders.ConstantColorShader

Class hierarchy: `freestyle.types.StrokeShader` > `ConstantColorShader`

[Color shader]

### `__init__(red, green, blue, alpha=1.0)`

Builds a ConstantColorShader object.

#### PARAMETERS:

- **red** (*float*) – The red component.
- **green** (*float*) – The green component.
- **blue** (*float*) – The blue component.
- **alpha** (*float*) – The alpha value.

### `shade(stroke)`

Assigns a constant color to every vertex of the Stroke.

**PARAMETERS:**

**stroke** (`freestyle.types.Stroke`) – A Stroke object.

**class** freestyle.shaders.ConstantThicknessShader

Class hierarchy: `freestyle.types.StrokeShader` > `ConstantThicknessShader`

[Thickness shader]

**\_init\_(thickness)**

Builds a ConstantThicknessShader object.

**PARAMETERS:**

**thickness** (*float*) – The thickness that must be assigned to the stroke.

**shade(stroke)**

Assigns an absolute constant thickness to every vertex of the Stroke.

**PARAMETERS:**

**stroke** (`freestyle.types.Stroke`) – A Stroke object.

**class** freestyle.shaders.ConstrainedIncreasingThicknessShader

Class hierarchy: `freestyle.types.StrokeShader` > `ConstrainedIncreasingThicknessShader`

[Thickness shader]

**\_init\_(thickness\_min, thickness\_max, ratio)**

Builds a ConstrainedIncreasingThicknessShader object.

**PARAMETERS:**

- **thickness\_min** (*float*) – The minimum thickness.
- **thickness\_max** (*float*) – The maximum thickness.
- **ratio** (*float*) – The thickness/length ratio that we don't want to exceed.

**shade(stroke)**

Same as the `IncreasingThicknessShader`, but here we allow the user to control the thickness/length ratio so that we don't get f short lines.

**PARAMETERS:**

**stroke** (`freestyle.types.Stroke`) – A Stroke object.

**class** freestyle.shaders.GuidingLinesShader

Class hierarchy: `freestyle.types.StrokeShader` > `GuidingLinesShader`

[Geometry shader]

**\_init\_(offset)**

Builds a GuidingLinesShader object.

**PARAMETERS:**

**offset** (*float*) – The line that replaces the stroke is initially in the middle of the initial stroke bounding box. offset is the value of the displacement which is applied to this line along its normal.

**shade(stroke)**

Shader to modify the Stroke geometry so that it corresponds to its main direction line. This shader must be used together with the splitting operator using the curvature criterion. Indeed, the precision of the approximation will depend on the size of the stroke's pieces. The bigger the pieces are, the rougher the approximation is.

**PARAMETERS:**

**stroke** (`freestyle.types.Stroke`) – A Stroke object.

**class freestyle.shaders.IncreasingColorShader**

Class hierarchy: `freestyle.types.StrokeShader` > `IncreasingColorShader`

[Color shader]

**\_init\_(red\_min, green\_min, blue\_min, alpha\_min, red\_max, green\_max, blue\_max, alpha\_max)**

Builds an IncreasingColorShader object.

**PARAMETERS:**

- **red\_min** (*float*) – The first color red component.
- **green\_min** (*float*) – The first color green component.
- **blue\_min** (*float*) – The first color blue component.
- **alpha\_min** (*float*) – The first color alpha value.
- **red\_max** (*float*) – The second color red component.
- **green\_max** (*float*) – The second color green component.
- **blue\_max** (*float*) – The second color blue component.
- **alpha\_max** (*float*) – The second color alpha value.

**shade(stroke)**

Assigns a varying color to the stroke. The user specifies two colors A and B. The stroke color will change linearly from A to B between the first vertex and the last vertex.

**PARAMETERS:**

**stroke** (`freestyle.types.Stroke`) – A Stroke object.

**class freestyle.shaders.IncreasingThicknessShader**

Class hierarchy: `freestyle.types.StrokeShader` > `IncreasingThicknessShader`

[Thickness shader]

**\_init\_(thickness\_A, thickness\_B)**

Builds an IncreasingThicknessShader object.

**PARAMETERS:**

- **thickness\_A** (*float*) – The first thickness value.
- **thickness\_B** (*float*) – The second thickness value.

**shade(stroke)**

Assigns thicknesses values such as the thickness increases from a thickness value A to a thickness value B between the first vertex to the midpoint vertex and then decreases from B to A between this midpoint vertex and the last vertex. The thickness is linearly interpolated from A to B.

**PARAMETERS:**

**stroke** (`freestyle.types.Stroke`) – A Stroke object.

**class freestyle.shaders.PolygonalizationShader**

Class hierarchy: `freestyle.types.StrokeShader` > `PolygonalizationShader`

[Geometry shader]

**\_init\_(error)**

Builds a PolygonalizationShader object.

**PARAMETERS:**

**error** (*float*) – The error we want our polygonal approximation to have with respect to the original geometry. The smaller, the closer the new stroke is to the original one. This error corresponds to the maximum distance between the new stroke and the old one.

### shade(stroke)

Modifies the Stroke geometry so that it looks more “polygonal”. The basic idea is to start from the minimal stroke approximation consisting in line joining the first vertex to the last one and to subdivide using the original stroke vertices until a certain error is reached.

#### PARAMETERS:

**stroke** (`freestyle.types.Stroke`) – A Stroke object.

## class freestyle.shaders.RoundCapShader

### round\_cap\_thickness(x)

### shade(stroke)

## class freestyle.shaders.SamplingShader

Class hierarchy: `freestyle.types.StrokeShader` > `SamplingShader`

[Geometry shader]

### \_\_init\_\_(sampling)

Builds a SamplingShader object.

#### PARAMETERS:

**sampling** (*float*) – The sampling to use for the stroke resampling.

### shade(stroke)

Resamples the stroke.

#### PARAMETERS:

**stroke** (`freestyle.types.Stroke`) – A Stroke object.

## class freestyle.shaders.SmoothingShader

Class hierarchy: `freestyle.types.StrokeShader` > `SmoothingShader`

[Geometry shader]

### \_\_init\_\_(num\_iterations=100, factor\_point=0.1, factor\_curvature=0.0, factor\_curvature\_difference=0.2, aniso\_point=0.0, aniso\_normal=0.0, aniso\_curvature=0.0, caricature\_factor=1.0)

Builds a SmoothingShader object.

#### PARAMETERS:

- **num\_iterations** (*int*) – The number of iterations.
- **factor\_point** (*float*) – 0.1
- **factor\_curvature** (*float*) – 0.0
- **factor\_curvature\_difference** (*float*) – 0.2
- **aniso\_point** (*float*) – 0.0
- **aniso\_normal** (*float*) – 0.0
- **aniso\_curvature** (*float*) – 0.0
- **caricature\_factor** (*float*) – 1.0

### shade(stroke)

Smooths the stroke by moving the vertices to make the stroke smoother. Uses curvature flow to converge towards a curve of constant curvature. The diffusion method we use is anisotropic to prevent the diffusion across corners.

#### PARAMETERS:

**stroke** (`freestyle.types.Stroke`) – A Stroke object.

## **class** freestyle.shaders.SpatialNoiseShader

Class hierarchy: [freestyle.types.StrokeShader](#) > SpatialNoiseShader

[Geometry shader]

### **\_\_init\_\_(amount, scale, num\_octaves, smooth, pure\_random)**

Builds a SpatialNoiseShader object.

#### **PARAMETERS:**

- **amount** (*float*) – The amplitude of the noise.
- **scale** (*float*) – The noise frequency.
- **num\_octaves** (*int*) – The number of octaves
- **smooth** (*bool*) – True if you want the noise to be smooth.
- **pure\_random** (*bool*) – True if you don't want any coherence.

### **shade(stroke)**

Spatial Noise stroke shader. Moves the vertices to make the stroke more noisy.

#### **PARAMETERS:**

**stroke** ([freestyle.types.Stroke](#)) – A Stroke object.

## **class** freestyle.shaders.SquareCapShader

### **shade(stroke)**

## **class** freestyle.shaders.StrokeTextureStepShader

Class hierarchy: [freestyle.types.StrokeShader](#) > StrokeTextureStepShader

[Texture shader]

### **\_\_init\_\_(step)**

Builds a StrokeTextureStepShader object.

#### **PARAMETERS:**

**step** (*float*) – The spacing along the stroke.

### **shade(stroke)**

Assigns a spacing factor to the texture coordinates of the Stroke.

#### **PARAMETERS:**

**stroke** ([freestyle.types.Stroke](#)) – A Stroke object.

## **class** freestyle.shaders.ThicknessNoiseShader

Class hierarchy: [freestyle.types.StrokeShader](#) > ThicknessNoiseShader

[Thickness shader]

### **\_\_init\_\_(amplitude, period)**

Builds a ThicknessNoiseShader object.

#### **PARAMETERS:**

- **amplitude** (*float*) – The amplitude of the noise signal.
- **period** (*float*) – The period of the noise signal.

### **shade(stroke)**

Adds some noise to the stroke thickness.

**PARAMETERS:**

**stroke** (`freestyle.types.Stroke`) – A Stroke object.

**class freestyle.shaders.TipRemoverShader**

Class hierarchy: `freestyle.types.StrokeShader` > `TipRemoverShader`

[Geometry shader]

**\_\_init\_\_(tip\_length)**

Builds a TipRemoverShader object.

**PARAMETERS:**

**tip\_length** (*float*) – The length of the piece of stroke we want to remove at each extremity.

**shade(stroke)**

Removes the stroke's extremities.

**PARAMETERS:**

**stroke** (`freestyle.types.Stroke`) – A Stroke object.

**class freestyle.shaders.py2DCurvatureColorShader**

Assigns a color (grayscale) to the stroke based on the curvature. A higher curvature will yield a brighter color.

**shade(stroke)****class freestyle.shaders.pyBackboneStretcherNoCuspShader**

Stretches the stroke's backbone, excluding cusp vertices (end junctions).

**shade(stroke)****class freestyle.shaders.pyBackboneStretcherShader**

Stretches the stroke's backbone by a given length (in pixels).

**shade(stroke)****class freestyle.shaders.pyBluePrintCirclesShader**

Draws the silhouette of the object as a circle.

**shade(stroke)****class freestyle.shaders.pyBluePrintDirectedSquaresShader**

Replaces the stroke with a directed square.

**shade(stroke)****class freestyle.shaders.pyBluePrintEllipsesShader****shade(stroke)****class freestyle.shaders.pyBluePrintSquaresShader****shade(stroke)****class freestyle.shaders.pyConstantColorShader**

Assigns a constant color to the stroke.

**shade(stroke)**

**class** freestyle.shaders.pyConstantThicknessShader

Assigns a constant thickness along the stroke.

**shade(stroke)****class** freestyle.shaders.pyConstrainedIncreasingThicknessShader

Increasingly thickens the stroke, constrained by a ratio of the stroke's length.

**shade(stroke)****class** freestyle.shaders.pyDecreasingThicknessShader

Inverse of pyIncreasingThicknessShader, decreasingly thickens the stroke.

**shade(stroke)****class** freestyle.shaders.pyDepthDiscontinuityThicknessShader

Assigns a thickness to the stroke based on the stroke's distance to the camera (Z-value).

**shade(stroke)****class** freestyle.shaders.pyDiffusion2Shader

Iteratively adds an offset to the position of each stroke vertex in the direction perpendicular to the stroke direction at the point. The offset is scaled by the 2D curvature (i.e. how quickly the stroke curve is) at the point.

**shade(stroke)****class** freestyle.shaders.pyFXSVaryingThicknessWithDensityShader

Assigns thickness to a stroke based on the density of the diffuse map.

**shade(stroke)****class** freestyle.shaders.pyGuidingLineShader**shade(stroke)****class** freestyle.shaders.pyHLRShader

Controls visibility based upon the quantitative invisibility (QI) based on hidden line removal (HLR).

**shade(stroke)****class** freestyle.shaders.pyImportance2DThicknessShader

Assigns thickness based on distance to a given point in 2D space. the thickness is inverted, so the vertices closest to the specified point have the lowest thickness.

**shade(stroke)****class** freestyle.shaders.pyImportance3DThicknessShader

Assigns thickness based on distance to a given point in 3D space.

**shade(stroke)****class** freestyle.shaders.pyIncreasingColorShader

Fades from one color to another along the stroke.

**shade(stroke)**

**class** freestyle.shaders.pyIncreasingThicknessShader

Increasingly thickens the stroke.

**shade(stroke)****class** freestyle.shaders.pyInterpolateColorShader

Fades from one color to another and back.

**shade(stroke)****class** freestyle.shaders.pyLengthDependingBackboneStretcherShader

Stretches the stroke's backbone proportional to the stroke's length NOTE: you'll probably want `anl` somewhere between (0.5 - 0). A value that is too high may yield unexpected results.

**shade(stroke)****class** freestyle.shaders.pyMaterialColorShader

Assigns the color of the underlying material to the stroke.

**shade(stroke)****class** freestyle.shaders.pyModulateAlphaShader

Limits the stroke's alpha between a min and max value.

**shade(stroke)****class** freestyle.shaders.pyNonLinearVaryingThicknessShader

Assigns thickness to a stroke based on an exponential function.

**shade(stroke)****class** freestyle.shaders.pyPerlinNoise1DShader

Displaces the stroke using the curvilinear abscissa. This means that lines with the same length and sampling interval will be identically distorted.

**shade(stroke)****class** freestyle.shaders.pyPerlinNoise2DShader

Displaces the stroke using the strokes coordinates. This means that in a scene no strokes will be distorted identically.

More information on the noise shaders can be found at: <https://freestyleintegration.wordpress.com/2011/09/25/development-updates-on-september-25/>

**shade(stroke)****class** freestyle.shaders.pyRandomColorShader

Assigns a color to the stroke based on given seed.

**shade(stroke)****class** freestyle.shaders.pySLERPThicknessShader

Assigns thickness to a stroke based on spherical linear interpolation.

**shade(stroke)****class** freestyle.shaders.pySamplingShader

Resamples the stroke, which gives the stroke the amount of vertices specified.

**shade(stroke)**

**class freestyle.shaders.pySinusDisplacementShader**

Displaces the stroke in the shape of a sine wave.

**shade(stroke)**

**class freestyle.shaders.pyTVertexRemoverShader**

Removes t-vertices from the stroke.

**shade(stroke)**

**class freestyle.shaders.pyTVertexThickenerShader**

Thickens TVertices (visual intersections between two edges).

**shade(stroke)**

**class freestyle.shaders.pyTimeColorShader**

Assigns a grayscale value that increases for every vertex. The brightness will increase along the stroke.

**shade(stroke)**

**class freestyle.shaders.pyTipRemoverShader**

Removes the tips of the stroke.

**shade(stroke)**

Undocumented

**class freestyle.shaders.pyZDependingThicknessShader**

Assigns thickness based on an object's local Z depth (point closest to camera is 1, point furthest from camera is zero).

**shade(stroke)**

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# Freestyle Types (freestyle.types)

This module contains core classes of the Freestyle Python API, including data types of view map components (0D and 1D elements), base classes for user-defined line stylization rules (predicates, functions, chaining iterators, and stroke shaders), and operators.

Class hierarchy:

- [BBox](#)
- [BinaryPredicate0D](#)
- [BinaryPredicate1D](#)
- [Id](#)
- [Interface0D](#)
  - [CurvePoint](#)
    - [StrokeVertex](#)
  - [SVertex](#)
  - [ViewVertex](#)
    - [NonTVertex](#)
    - [TVertex](#)
- [Interface1D](#)
  - [Curve](#)
    - [Chain](#)
  - [FEdge](#)
    - [FEdgeSharp](#)
    - [FEdgeSmooth](#)
  - [Stroke](#)
  - [ViewEdge](#)
- [Iterator](#)
  - [AdjacencyIterator](#)
  - [CurvePointIterator](#)
  - [Interface0DIterator](#)
  - [SVertexIterator](#)
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  - [ViewEdgeIterator](#)
    - [ChainingIterator](#)
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- [Material](#)
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- [Operators](#)
- [SShape](#)
- [StrokeAttribute](#)
- [StrokeShader](#)
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  - [UnaryFunction0DEdgeNature](#)
  - [UnaryFunction0DFloat](#)
  - [UnaryFunction0DId](#)
  - [UnaryFunction0DMaterial](#)
  - [UnaryFunction0DUnsigned](#)
  - [UnaryFunction0DVec2f](#)

- [UnaryFunction0DVec3f](#)
- [UnaryFunction0DVectorViewShape](#)
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- [UnaryPredicate0D](#)
- [UnaryPredicate1D](#)
- [ViewMap](#)
- [ViewShape](#)
- [IntegrationType](#)
- [MediumType](#)
- [Nature](#)

## **class freestyle.types.AdjacencyIterator**

Class hierarchy: [Iterator](#) > [AdjacencyIterator](#)

Class for representing adjacency iterators used in the chaining process. An AdjacencyIterator is created in the increment() and decrement() method of a [ChainingIterator](#) and passed to the traverse() method of the ChainingIterator.

- [\\_\\_init\\_\\_0](#)
- [\\_\\_init\\_\\_\(brother\)](#)
- [\\_\\_init\\_\\_\(vertex, restrict\\_to\\_selection=True, restrict\\_to\\_unvisited=True\)](#)

Builds an [AdjacencyIterator](#) using the default constructor, copy constructor or the overloaded constructor.

### **PARAMETERS:**

- **brother** ([AdjacencyIterator](#)) – An AdjacencyIterator object.
- **vertex** ([ViewVertex](#)) – The vertex which is the next crossing.
- **restrict\_to\_selection** (*bool*) – Indicates whether to force the chaining to stay within the set of selected ViewEdges or not.
- **restrict\_to\_unvisited** (*bool*) – Indicates whether a ViewEdge that has already been chained must be ignored or not.

### **is\_incoming**

True if the current ViewEdge is coming towards the iteration vertex, and False otherwise.

### **TYPE:**

[bool](#)

### **object**

The ViewEdge object currently pointed to by this iterator.

### **TYPE:**

[ViewEdge](#)

## **class freestyle.types.BBox**

Class for representing a bounding box.

### **\_\_init\_\_0**

Default constructor.

## class freestyle.types.BinaryPredicate0D

Base class for binary predicates working on `Interface0D` objects. A `BinaryPredicate0D` is typically an ordering relation between two `Interface0D` objects. The predicate evaluates a relation between the two `Interface0D` instances and returns a boolean value (true or false). It is used by invoking the `__call__()` method.

### `__init__()`

Default constructor.

### `__call__(inter1, inter2)`

Must be overload by inherited classes. It evaluates a relation between two `Interface0D` objects.

#### PARAMETERS:

- `inter1` (`Interface0D`) – The first `Interface0D` object.
- `inter2` (`Interface0D`) – The second `Interface0D` object.

#### RETURNS:

True or false.

#### RETURN TYPE:

`bool`

### `name`

The name of the binary 0D predicate.

#### TYPE:

`str`

## class freestyle.types.BinaryPredicate1D

Base class for binary predicates working on `Interface1D` objects. A `BinaryPredicate1D` is typically an ordering relation between two `Interface1D` objects. The predicate evaluates a relation between the two `Interface1D` instances and returns a boolean value (true or false). It is used by invoking the `__call__()` method.

### `__init__()`

Default constructor.

### `__call__(inter1, inter2)`

Must be overload by inherited classes. It evaluates a relation between two `Interface1D` objects.

#### PARAMETERS:

- `inter1` (`Interface1D`) – The first `Interface1D` object.
- `inter2` (`Interface1D`) – The second `Interface1D` object.

#### RETURNS:

True or false.

#### RETURN TYPE:

`bool`

### `name`

The name of the binary 1D predicate.

#### TYPE:

`str`

## class freestyle.types.Chain

Class hierarchy: `Interface1D` > `Curve` > `Chain`

Class to represent a 1D elements issued from the chaining process. A Chain is the last step before the [Stroke](#) and is used in the Splitting and Creation processes.

**\_\_init\_\_0****\_\_init\_\_(brother)****\_\_init\_\_(id)**

Builds a [Chain](#) using the default constructor, copy constructor or from an [Id](#).

**PARAMETERS:**

- **brother** ([Chain](#)) – A Chain object.
- **id** ([Id](#)) – An Id object.

**push\_viewedge\_back(viewedge, orientation)**

Adds a ViewEdge at the end of the Chain.

**PARAMETERS:**

- **viewedge** ([ViewEdge](#)) – The ViewEdge that must be added.
- **orientation** (*bool*) – The orientation with which the ViewEdge must be processed.

**push\_viewedge\_front(viewedge, orientation)**

Adds a ViewEdge at the beginning of the Chain.

**PARAMETERS:**

- **viewedge** ([ViewEdge](#)) – The ViewEdge that must be added.
- **orientation** (*bool*) – The orientation with which the ViewEdge must be processed.

**class freestyle.types.ChainingIterator**

Class hierarchy: [Iterator](#) > [ViewEdgeIterator](#) > [ChainingIterator](#)

Base class for chaining iterators. This class is designed to be overloaded in order to describe chaining rules. It makes the description of chaining rule easier. The two main methods that need to be overloaded are `traverse()` and `init()`. `traverse()` tells which [ViewEdge](#) to follow, among the adjacent ones. If you specify restriction rules (such as “Chain only ViewEdges of the selection”), they will be included in the adjacency iterator (i.e., the adjacent iterator will only stop on “valid” edges).

**\_\_init\_\_(restrict\_to\_selection=True, restrict\_to\_unvisited=True, begin=None, orientation=True)****\_\_init\_\_(brother)**

Builds a Chaining Iterator from the first ViewEdge used for iteration and its orientation or by using the copy constructor.

**PARAMETERS:**

- **restrict\_to\_selection** (*bool*) – Indicates whether to force the chaining to stay within the set of selected ViewEdges or not.
- **restrict\_to\_unvisited** (*bool*) – Indicates whether a ViewEdge that has already been chained must be ignored or not.
- **begin** ([ViewEdge](#) | None) – The ViewEdge from which to start the chain.
- **orientation** (*bool*) – The direction to follow to explore the graph. If true, the direction indicated by the first ViewEdge is used.
- **brother** ([ChainingIterator](#))

**init()**

Initializes the iterator context. This method is called each time a new chain is started. It can be used to reset some history information that you might want to keep.

**traverse(it)**

This method iterates over the potential next ViewEdges and returns the one that will be followed next. Returns the next ViewEdge to follow or None when the end of the chain is reached.

**PARAMETERS:**

**it** ([AdjacencyIterator](#)) – The iterator over the ViewEdges adjacent to the end vertex of the current ViewEdge. The adjacency iterator reflects the restriction rules by only iterating over the valid ViewEdges.

**RETURNS:**

Returns the next ViewEdge to follow, or None if chaining ends.

**RETURN TYPE:**

[ViewEdge](#) | None

**is\_incrementing**

True if the current iteration is an incrementation.

**TYPE:**

bool

**next\_vertex**

The ViewVertex that is the next crossing.

**TYPE:**

[ViewVertex](#)

**object**

The ViewEdge object currently pointed by this iterator.

**TYPE:**

[ViewEdge](#)

**class** freestyle.types.Curve

Class hierarchy: [Interface1D](#) > Curve

Base class for curves made of CurvePoints. [SVertex](#) is the type of the initial curve vertices. A [Chain](#) is a specialization of a Curve.

**\_\_init\_\_0**

**\_\_init\_\_(brother)**

**\_\_init\_\_(id)**

Builds a [FrsCurve](#) using a default constructor, copy constructor or from an [Id](#).

**PARAMETERS:**

- **brother** ([Curve](#)) – A Curve object.
- **id** ([Id](#)) – An Id object.

**push\_vertex\_back(vertex)**

Adds a single vertex at the end of the Curve.

**PARAMETERS:**

**vertex** ([SVertex](#) | [CurvePoint](#)) – A vertex object.

**push\_vertex\_front(vertex)**

Adds a single vertex at the front of the Curve.

**PARAMETERS:**

**vertex** ([SVertex](#) | [CurvePoint](#)) – A vertex object.

**is\_empty**

True if the Curve doesn't have any Vertex yet.

**TYPE:**

bool

## **segments\_size**

The number of segments in the polyline constituting the Curve.

### **TYPE:**

int

## **class freestyle.types.CurvePoint**

Class hierarchy: [Interface0D](#) > [CurvePoint](#)

Class to represent a point of a curve. A CurvePoint can be any point of a 1D curve (it doesn't have to be a vertex of the curve). Any [Interface1D](#) is built upon ViewEdges, themselves built upon FEdges. Therefore, a curve is basically a polyline made of a list of [SVertex](#) objects. Thus, a CurvePoint is built by linearly interpolating two [SVertex](#) instances. CurvePoint can be used as virtual points while querying 0D information along a curve at a given resolution.

[\\_\\_init\\_\\_0](#)

[\\_\\_init\\_\\_\(brother\)](#)

[\\_\\_init\\_\\_\(first\\_vertex, second\\_vertex, t2d\)](#)

[\\_\\_init\\_\\_\(first\\_point, second\\_point, t2d\)](#)

Builds a CurvePoint using the default constructor, copy constructor, or one of the overloaded constructors. The over loaded constructors can either take two [SVertex](#) or two [CurvePoint](#) objects and an interpolation parameter

### **PARAMETERS:**

- **brother** ([CurvePoint](#)) – A CurvePoint object.
- **first\_vertex** ([SVertex](#)) – The first SVertex.
- **second\_vertex** ([SVertex](#)) – The second SVertex.
- **first\_point** ([CurvePoint](#)) – The first CurvePoint.
- **second\_point** ([CurvePoint](#)) – The second CurvePoint.
- **t2d** ([float](#)) – A 2D interpolation parameter used to linearly interpolate first\_vertex and second\_vertex or first\_point and second\_point.

## **fedge**

Gets the FEdge for the two SVertices that given CurvePoints consists out of. A shortcut for `CurvePoint.first_svertex.get_fedge(CurvePoint.second_svertex)`.

### **TYPE:**

[FEdge](#)

## **first\_svertex**

The first SVertex upon which the CurvePoint is built.

### **TYPE:**

[SVertex](#)

## **second\_svertex**

The second SVertex upon which the CurvePoint is built.

### **TYPE:**

[SVertex](#)

## **t2d**

The 2D interpolation parameter.

### **TYPE:**

float

## **class freestyle.types.CurvePointIterator**

Class hierarchy: [Iterator](#) > [CurvePointIterator](#)

Class representing an iterator on a curve. Allows an iterating outside initial vertices. A CurvePoint is instantiated and returned through the .object attribute.

### [\\_\\_init\\_\\_0](#)

### [\\_\\_init\\_\\_\(brother\)](#)

### [\\_\\_init\\_\\_\(step=0.0\)](#)

Builds a CurvePointIterator object using either the default constructor, copy constructor, or the overloaded constructor.

#### **PARAMETERS:**

- **brother** ([CurvePointIterator](#)) – A CurvePointIterator object.
- **step** (*float*) – A resampling resolution with which the curve is resampled. If zero, no resampling is done (i.e., the iterator iterates over initial vertices).

### **object**

The CurvePoint object currently pointed by this iterator.

#### **TYPE:**

[CurvePoint](#)

### **t**

The curvilinear abscissa of the current point.

#### **TYPE:**

*float*

### **u**

The point parameter at the current point in the stroke ( $0 \leq u \leq 1$ ).

#### **TYPE:**

*float*

## **class freestyle.types.FEdge**

Class hierarchy: [Interface1D](#) > [FEdge](#)

Base Class for feature edges. This FEdge can represent a silhouette, a crease, a ridge/valley, a border or a suggestive contour. For silhouettes, the FEdge is oriented so that the visible face lies on the left of the edge. For borders, the FEdge is oriented so that the face lies on the left of the edge. An FEdge can represent an initial edge of the mesh or runs across a face of the initial mesh depending on the smoothness or sharpness of the mesh. This class is specialized into a smooth and a sharp version since their properties slightly vary from one to the other.

### [FEdge\(\)](#)

### [FEdge\(brother\)](#)

Builds an [FEdge](#) using the default constructor, copy constructor, or between two [SVertex](#) objects.

#### **PARAMETERS:**

- **brother** ([FEdge](#)) – An FEdge object.
- **first\_vertex** ([SVertex](#)) – The first SVertex.
- **second\_vertex** ([SVertex](#)) – The second SVertex.

### [first\\_svertex](#)

The first SVertex constituting this FEdge.

#### **TYPE:**

[SVertex](#)

### **id**

The Id of this FEdge.

**TYPE:**

[Id](#)

**is\_smooth**

True if this FEdge is a smooth FEdge.

**TYPE:**

bool

**nature**

The nature of this FEdge.

**TYPE:**

[Nature](#)

**next\_fedge**

The FEdge following this one in the ViewEdge. The value is None if this FEdge is the last of the ViewEdge.

**TYPE:**

[FEdge](#)

**previous\_fedge**

The FEdge preceding this one in the ViewEdge. The value is None if this FEdge is the first one of the ViewEdge.

**TYPE:**

[FEdge](#)

**second\_svertex**

The second SVertex constituting this FEdge.

**TYPE:**

[SVertex](#)

**viewedge**

The ViewEdge to which this FEdge belongs to.

**TYPE:**

[ViewEdge](#)

**class freestyle.types.FEdgeSharp**

Class hierarchy: [Interface1D](#) > [FEdge](#) > [FEdgeSharp](#)

Class defining a sharp FEdge. A Sharp FEdge corresponds to an initial edge of the input mesh. It can be a silhouette, a crease or a border. If it is a crease edge, then it is bordered by two faces of the mesh. Face a lies on its right whereas Face b lies on its left. If it is a border edge, then it doesn't have any face on its right, and thus Face a is None.

**\_\_init\_\_0**

**\_\_init\_\_(brother)**

**\_\_init\_\_(first\_vertex, second\_vertex)**

Builds an [FEdgeSharp](#) using the default constructor, copy constructor, or between two [SVertex](#) objects.

**PARAMETERS:**

- **brother** ([FEdgeSharp](#)) – An FEdgeSharp object.
- **first\_vertex** ([SVertex](#)) – The first SVertex object.
- **second\_vertex** ([SVertex](#)) – The second SVertex object.

**face\_mark\_left**

The face mark of the face lying on the left of the FEdge.

**TYPE:**

bool

**face\_mark\_right**

The face mark of the face lying on the right of the FEdge. If this FEdge is a border, it has no face on the right and thus this property is set to false.

**TYPE:**

bool

**material\_index\_left**

The index of the material of the face lying on the left of the FEdge.

**TYPE:**

int

**material\_index\_right**

The index of the material of the face lying on the right of the FEdge. If this FEdge is a border, it has no Face on its right and therefore no material.

**TYPE:**

int

**material\_left**

The material of the face lying on the left of the FEdge.

**TYPE:**

[Material](#)

**material\_right**

The material of the face lying on the right of the FEdge. If this FEdge is a border, it has no Face on its right and therefore no material.

**TYPE:**

[Material](#)

**normal\_left**

The normal to the face lying on the left of the FEdge.

**TYPE:**

[mathutils.Vector](#)

**normal\_right**

The normal to the face lying on the right of the FEdge. If this FEdge is a border, it has no Face on its right and therefore no normal.

**TYPE:**

[mathutils.Vector](#)

**class freestyle.types.FEdgeSmooth**

Class hierarchy: [Interface1D](#) > [FEdge](#) > [FEdgeSmooth](#)

Class defining a smooth edge. This kind of edge typically runs across a face of the input mesh. It can be a silhouette, a ridge or valley, a suggestive contour.

**\_\_init\_\_0**

## `__init__(brother)`

## `__init__(first_vertex, second_vertex)`

Builds an `FEdgeSmooth` using the default constructor, copy constructor, or between two `SVertex`.

### **PARAMETERS:**

- `brother` (`FEdgeSmooth`) – An `FEdgeSmooth` object.
- `first_vertex` (`SVertex`) – The first `SVertex` object.
- `second_vertex` (`SVertex`) – The second `SVertex` object.

## `face_mark`

The face mark of the face that this `FEdge` is running across.

### **TYPE:**

`bool`

## `material`

The material of the face that this `FEdge` is running across.

### **TYPE:**

`Material`

## `material_index`

The index of the material of the face that this `FEdge` is running across.

### **TYPE:**

`int`

## `normal`

The normal of the face that this `FEdge` is running across.

### **TYPE:**

`mathutils.Vector`

## `class freestyle.types.Id`

Class for representing an object Id.

## `__init__(brother)`

## `__init__(first=0, second=0)`

Build the Id from two numbers or another `Id` using the copy constructor.

### **PARAMETERS:**

- `brother` (`Id` arg `first`: The first number.) – An `Id` object.
- `second` (`int`) – The second number.

## `first`

The first number constituting the Id.

### **TYPE:**

`int`

## `second`

The second number constituting the Id.

### **TYPE:**

`int`

**class** freestyle.types.**IntegrationType**Class hierarchy: int > [IntegrationType](#)

Different integration methods that can be invoked to integrate into a single value the set of values obtained from each 0D element of an 1D element:

- IntegrationType.MEAN: The value computed for the 1D element is the mean of the values obtained for the 0D elements.
- IntegrationType.MIN: The value computed for the 1D element is the minimum of the values obtained for the 0D elements.
- IntegrationType.MAX: The value computed for the 1D element is the maximum of the values obtained for the 0D elements.
- IntegrationType.FIRST: The value computed for the 1D element is the first of the values obtained for the 0D elements.
- IntegrationType.LAST: The value computed for the 1D element is the last of the values obtained for the 0D elements.

**class** freestyle.types.**Interface0D**

Base class for any 0D element.

**\_init\_0**

Default constructor.

**get\_fedge(inter)**

Returns the FEdge that lies between this 0D element and the 0D element given as the argument.

**PARAMETERS:****inter**( [Interface0D](#)) – A 0D element.**RETURNS:**

The FEdge lying between the two 0D elements.

**RETURN TYPE:**[FEdge](#)**id**

The Id of this 0D element.

**TYPE:**[Id](#)**name**

The string of the name of this 0D element.

**TYPE:**

str

**nature**

The nature of this 0D element.

**TYPE:**[Nature](#)**point\_2d**

The 2D point of this 0D element.

**TYPE:**[mathutils.Vector](#)**point\_3d**

The 3D point of this 0D element.

**TYPE:**[mathutils.Vector](#)

## **projected\_x**

The X coordinate of the projected 3D point of this 0D element.

### **TYPE:**

float

## **projected\_y**

The Y coordinate of the projected 3D point of this 0D element.

### **TYPE:**

float

## **projected\_z**

The Z coordinate of the projected 3D point of this 0D element.

### **TYPE:**

float

## **class freestyle.types.Interface0DIterator**

Class hierarchy: [Iterator](#) > [Interface0DIterator](#)

Class defining an iterator over Interface0D elements. An instance of this iterator is always obtained from a 1D element.

### **\_\_init\_\_(brother)**

### **\_\_init\_\_(it)**

Construct a nested Interface0DIterator using either the copy constructor or the constructor that takes an he argument of a Function0D.

### **PARAMETERS:**

- **brother** ([Interface0DIterator](#)) – An Interface0DIterator object.
- **it** ([SVertexIterator](#), [CurvePointIterator](#), or [StrokeVertexIterator](#)) – An iterator object to be nested.

### **at\_last**

True if the iterator points to the last valid element. For its counterpart (pointing to the first valid element), use `it.is_begin`.

### **TYPE:**

bool

### **object**

The 0D object currently pointed to by this iterator. Note that the object may be an instance of an Interface0D subclass. For example if the iterator has been created from the `vertices_begin()` method of the [Stroke](#) class, the `.object` property refers to a [StrokeVertex](#) object.

### **TYPE:**

[Interface0D](#) or one of its subclasses.

### **t**

The curvilinear abscissa of the current point.

### **TYPE:**

float

### **u**

The point parameter at the current point in the 1D element ( $0 \leq u \leq 1$ ).

### **TYPE:**

float

**class** freestyle.types.Interface1D

Base class for any 1D element.

**\_init\_0**

Default constructor.

**points\_begin(t=0.0)**

Returns an iterator over the Interface1D points, pointing to the first point. The difference with vertices\_begin() is that here we can iterate over points of the 1D element at a any given sampling. Indeed, for each iteration, a virtual point is created.

**PARAMETERS:**

**t** (*float*) – A sampling with which we want to iterate over points of this 1D element.

**RETURNS:**

An Interface0DIterator pointing to the first point.

**RETURN TYPE:**

[Interface0DIterator](#)

**points\_end(t=0.0)**

Returns an iterator over the Interface1D points, pointing after the last point. The difference with vertices\_end() is that here we can iterate over points of the 1D element at a given sampling. Indeed, for each iteration, a virtual point is created.

**PARAMETERS:**

**t** (*float*) – A sampling with which we want to iterate over points of this 1D element.

**RETURNS:**

An Interface0DIterator pointing after the last point.

**RETURN TYPE:**

[Interface0DIterator](#)

**vertices\_begin()**

Returns an iterator over the Interface1D vertices, pointing to the first vertex.

**RETURNS:**

An Interface0DIterator pointing to the first vertex.

**RETURN TYPE:**

[Interface0DIterator](#)

**vertices\_end()**

Returns an iterator over the Interface1D vertices, pointing after the last vertex.

**RETURNS:**

An Interface0DIterator pointing after the last vertex.

**RETURN TYPE:**

[Interface0DIterator](#)

**id**

The Id of this Interface1D.

**TYPE:**

[Id](#)

**length\_2d**

The 2D length of this Interface1D.

**TYPE:**

float

**name**

The string of the name of the 1D element.

**TYPE:**

str

**nature**

The nature of this Interface1D.

**TYPE:**

[Nature](#)

**time\_stamp**

The time stamp of the 1D element, mainly used for selection.

**TYPE:**

int

**class freestyle.types.Iterator**

Base class to define iterators.

**\_\_init\_\_0**

Default constructor.

**decrement()**

Makes the iterator point the previous element.

**increment()**

Makes the iterator point the next element.

**is\_begin**

True if the iterator points to the first element.

**TYPE:**

bool

**is\_end**

True if the iterator points to the last element.

**TYPE:**

bool

**name**

The string of the name of this iterator.

**TYPE:**

str

**class freestyle.types.Material**

Class defining a material.

**\_\_init\_\_0**

**\_\_init\_\_(brother)**

**\_\_init\_\_(line, diffuse, ambient, specular, emission, shininess, priority)**

Creates a `FrsMaterial` using either default constructor, copy constructor, or an overloaded constructor

#### PARAMETERS:

- **brother** (`Material`) – A Material object to be used as a copy constructor.
- **line** (`mathutils.Vector` | `tuple[float, float, float, float]` | `list[float]`) – The line color.
- **diffuse** – The diffuse color.
- **ambient** (`mathutils.Vector` | `tuple[float, float, float, float]` | `list[float]`) – The ambient color.
- **specular** (`mathutils.Vector` | `tuple[float, float, float, float]` | `list[float]`) – The specular color.
- **emission** (`mathutils.Vector` | `tuple[float, float, float, float]` | `list[float]`) – The emissive color.
- **shininess** (`float`) – The shininess coefficient.
- **priority** (`int`) – The line color priority.

#### ambient

RGBA components of the ambient color of the material.

#### TYPE:

`mathutils.Color`

#### diffuse

RGBA components of the diffuse color of the material.

#### TYPE:

`mathutils.Vector`

#### emission

RGBA components of the emissive color of the material.

#### TYPE:

`mathutils.Color`

#### line

RGBA components of the line color of the material.

#### TYPE:

`mathutils.Vector`

#### priority

Line color priority of the material.

#### TYPE:

`int`

#### shininess

Shininess coefficient of the material.

#### TYPE:

`float`

#### specular

RGBA components of the specular color of the material.

#### TYPE:

`mathutils.Vector`

## class freestyle.types.MediumType

Class hierarchy: `int` > `MediumType`

The different blending modes available to simulate the interaction media-medium

- Stroke.DRY\_MEDIUM: To simulate a dry medium such as Pencil or Charcoal.
- Stroke.HUMID\_MEDIUM: To simulate ink painting (color subtraction blending).
- Stroke.OPAQUE\_MEDIUM: To simulate an opaque medium (oil, spray...).

## class freestyle.types.Nature

Class hierarchy: int > [Nature](#)

Different possible natures of 0D and 1D elements of the ViewMap.

Vertex natures:

- Nature.POINT: True for any 0D element.
- Nature.S\_VERTEX: True for SVertex.
- Nature.VIEW\_VERTEX: True for ViewVertex.
- Nature.NON\_T\_VERTEX: True for NonTVertex.
- Nature.T\_VERTEX: True for TVertex.
- Nature.CUSP: True for CUSP.

Edge natures:

- Nature.NO\_FEATURE: True for non feature edges (always false for 1D elements of the ViewMap).
- Nature.SILHOUETTE: True for silhouettes.
- Nature.BORDER: True for borders.
- Nature.CREASE: True for creases.
- Nature.RIDGE: True for ridges.
- Nature.VALLEY: True for valleys.
- Nature.SUGGESTIVE\_CONTOUR: True for suggestive contours.
- Nature.MATERIAL\_BOUNDARY: True for edges at material boundaries.
- Nature.EDGE\_MARK: True for edges having user-defined edge marks.

## class freestyle.types.Noise

Class to provide Perlin noise functionalities.

### \_\_init\_\_(seed=-1)

Builds a Noise object. Seed is an optional argument. The seed value is used as a seed for random number generation if it is equal to or greater than zero; otherwise, time is used as a seed.

#### PARAMETERS:

**seed** (*int*) – Seed for random number generation.

Undocumented, consider [contributing](#).

### smoothNoise1(v)

Returns a smooth noise value for a 1D element.

#### PARAMETERS:

**v** (*float*) – One-dimensional sample point.

#### RETURNS:

A smooth noise value.

#### RETURN TYPE:

*float*

### smoothNoise2(v)

Returns a smooth noise value for a 2D element

**PARAMETERS:**

**v** (`mathutils.Vector` | tuple[float, float] | list[float]) – Two-dimensional sample point.

**RETURNS:**

A smooth noise value.

**RETURN TYPE:**

float

**smoothNoise3(v)**

Returns a smooth noise value for a 3D element.

**PARAMETERS:**

**v** (`mathutils.Vector` | tuple[float, float, float] | list[float]) – Three-dimensional sample point.

**RETURNS:**

A smooth noise value.

**RETURN TYPE:**

float

**turbulence1(v, freq, amp, oct=4)**

Returns a noise value for a 1D element.

**PARAMETERS:**

- **v** (*float*) – One-dimensional sample point.
- **freq** (*float*) – Noise frequency.
- **amp** (*float*) – Amplitude.
- **oct** (*int*) – Number of octaves.

**RETURNS:**

A noise value.

**RETURN TYPE:**

float

**turbulence2(v, freq, amp, oct=4)**

Returns a noise value for a 2D element.

**PARAMETERS:**

- **v** (`mathutils.Vector` | tuple[float, float] | list[float]) – Two-dimensional sample point.
- **freq** (*float*) – Noise frequency.
- **amp** (*float*) – Amplitude.
- **oct** (*int*) – Number of octaves.

**RETURNS:**

A noise value.

**RETURN TYPE:**

float

**turbulence3(v, freq, amp, oct=4)**

Returns a noise value for a 3D element.

**PARAMETERS:**

- **v** (`mathutils.Vector` | tuple[float, float, float] | list[float]) – Three-dimensional sample point.
- **freq** (*float*) – Noise frequency.
- **amp** (*float*) – Amplitude.

- **oct** (*int*) – Number of octaves.

**RETURNS:**

A noise value.

**RETURN TYPE:**

float

Undocumented, consider [contributing](#).

## class freestyle.types.NonTVertex

Class hierarchy: [Interface0D](#) > [ViewVertex](#) > [NonTVertex](#)

View vertex for corners, cusps, etc. associated to a single SVertex. Can be associated to 2 or more view edges.

### [\\_\\_init\\_\\_0](#)

### [\\_\\_init\\_\\_\(svertex\)](#)

Builds a [NonTVertex](#) using the default constructor or a [SVertex](#).

**PARAMETERS:**

**svertex** ([SVertex](#)) – An SVertex object.

### **svertex**

The SVertex on top of which this NonTVertex is built.

**TYPE:**

[SVertex](#)

## class freestyle.types.Operators

Class defining the operators used in a style module. There are five types of operators: Selection, chaining, splitting, sorting and creation. All these operators are user controlled through functors, predicates and shaders that are taken as arguments.

### [static bidirectional\\_chain\(it, pred\)](#)

### [static bidirectional\\_chain\(it\)](#)

Builds a set of chains from the current set of ViewEdges. Each ViewEdge of the current list potentially starts a new chain. The chaining operator then iterates over the ViewEdges of the ViewMap using the user specified iterator. This operator iterates both using the increment and decrement operators and is therefore bidirectional. This operator works with a ChainingIterator which contains the chaining rules. It is this last one which can be told to chain only edges that belong to the selection or not to process twice a ViewEdge during the chaining. Each time a ViewEdge is added to a chain, its chaining time stamp is incremented. This allows you to keep track of the number of chains to which a ViewEdge belongs to.

**PARAMETERS:**

- **it** ([ChainingIterator](#)) – The ChainingIterator on the ViewEdges of the ViewMap. It contains the chaining rule.
- **pred** ([UnaryPredicate1D](#)) – The predicate on the ViewEdge that expresses the stopping condition. This parameter is optional, you make not want to pass a stopping criterion when the stopping criterion is already contained in the iterator definition.

### [static chain\(it, pred, modifier\)](#)

### [static chain\(it, pred\)](#)

Builds a set of chains from the current set of ViewEdges. Each ViewEdge of the current list starts a new chain. The chaining operator then iterates over the ViewEdges of the ViewMap using the user specified iterator. This operator only iterates using the increment operator and is therefore unidirectional.

**PARAMETERS:**

- **it** ([ViewEdgeIterator](#)) – The iterator on the ViewEdges of the ViewMap. It contains the chaining rule.
- **pred** ([UnaryPredicate1D](#)) – The predicate on the ViewEdge that expresses the stopping condition.
- **modifier** ([UnaryFunction1DVoid](#)) – A function that takes a ViewEdge as argument and that is used to modify the processed ViewEdge state (the timestamp incrementation is a typical illustration of such a modifier). If this argument is not given, the time stamp is

**VISUALIZE STATE** (the timestamp information is a typical illustration of such a document). If this argument is not given, the time stamp is automatically managed.

### **static create(pred, shaders)**

Creates and shades the strokes from the current set of chains. A predicate can be specified to make a selection pass on the chains.

#### **PARAMETERS:**

- **pred** ([UnaryPredicate1D](#)) – The predicate that a chain must verify in order to be transform as a stroke.
- **shaders** (list[ [StrokeShader](#) ]) – The list of shaders used to shade the strokes.

### **static get\_chain\_from\_index(i)**

Returns the Chain at the index in the current set of Chains.

#### **PARAMETERS:**

- **i** (*int*) – index (0 <= i < Operators.get\_chains\_size()).

#### **RETURNS:**

The Chain object.

#### **RETURN TYPE:**

[Chain](#)

### **static get\_chains\_size()**

Returns the number of Chains.

#### **RETURNS:**

The number of Chains.

#### **RETURN TYPE:**

*int*

### **static get\_stroke\_from\_index(i)**

Returns the Stroke at the index in the current set of Strokes.

#### **PARAMETERS:**

- **i** (*int*) – index (0 <= i < Operators.get\_strokes\_size()).

#### **RETURNS:**

The Stroke object.

#### **RETURN TYPE:**

[Stroke](#)

### **static get\_strokes\_size()**

Returns the number of Strokes.

#### **RETURNS:**

The number of Strokes.

#### **RETURN TYPE:**

*int*

### **static get\_view\_edges\_size()**

Returns the number of ViewEdges.

#### **RETURNS:**

The number of ViewEdges.

#### **RETURN TYPE:**

*int*

**static get\_viewedge\_from\_index(i)**

Returns the ViewEdge at the index in the current set of ViewEdges.

**PARAMETERS:**

**i** (*int*) – index (0 <= i < Operators.get\_view\_edges\_size()).

**RETURNS:**

The ViewEdge object.

**RETURN TYPE:**

[ViewEdge](#)

**static recursive\_split(func, pred\_1d, sampling=0.0)****static recursive\_split(func, pred\_0d, pred\_1d, sampling=0.0)**

Splits the current set of chains in a recursive way. We process the points of each chain (with a specified sampling) to find the point minimizing a specified function. The chain is split in two at this point and the two new chains are processed in the same way. The recursivity level is controlled through a predicate 1D that expresses a stopping condition on the chain that is about to be processed.

The user can also specify a 0D predicate to make a first selection on the points that can potentially be split. A point that doesn't verify the 0D predicate won't be candidate in realizing the min.

**PARAMETERS:**

- **func** ([UnaryFunction0DDouble](#)) – The Unary Function evaluated at each point of the chain. The splitting point is the point minimizing this function.
- **pred\_0d** ([UnaryPredicate0D](#)) – The Unary Predicate 0D used to select the candidate points where the split can occur. For example, it is very likely that you would rather have your chain splitting around its middle point than around one of its extremities. A 0D predicate working on the curvilinear abscissa allows to add this kind of constraints.
- **pred\_1d** ([UnaryPredicate1D](#)) – The Unary Predicate expressing the recursivity stopping condition. This predicate is evaluated on each curve before it actually gets split. If pred\_1d(chain) is true, the curve won't be split anymore.
- **sampling** (*float*) – The resolution used to sample the chain for the predicates evaluation. (The chain is not actually resampled; a virtual point only progresses along the curve using this resolution.)

**static reset(delete\_strokes=True)**

Resets the line stylization process to the initial state. The results of stroke creation are accumulated if **delete\_strokes** is set to False.

**PARAMETERS:**

**delete\_strokes** (*bool*) – Delete the strokes that are currently stored.

**static select(pred)**

Selects the ViewEdges of the ViewMap verifying a specified condition.

**PARAMETERS:**

**pred** ([UnaryPredicate1D](#)) – The predicate expressing this condition.

**static sequential\_split(starting\_pred, stopping\_pred, sampling=0.0)****static sequential\_split(pred, sampling=0.0)**

Splits each chain of the current set of chains in a sequential way. The points of each chain are processed (with a specified sampling) sequentially. The first point of the initial chain is the first point of one of the resulting chains. The splitting ends when no more chain can start.

**Tip**

By specifying a starting and stopping predicate allows the chains to overlap rather than chains partitioning.

**PARAMETERS:**

- **starting\_pred** ([UnaryPredicate0D](#)) – The predicate on a point that expresses the starting condition. Each time this condition is verified, a new chain begins
- **stopping\_pred** ([UnaryPredicate0D](#)) – The predicate on a point that expresses the stopping condition. The chain ends as soon as

this predicate is verified.

- **pred** ([UnaryPredicate0D](#)) – The predicate on a point that expresses the splitting condition. Each time the condition is verified, the chain is split into two chains. The resulting set of chains is a partition of the initial chain
- **sampling** (*float*) – The resolution used to sample the chain for the predicates evaluation. (The chain is not actually resampled; a virtual point only progresses along the curve using this resolution.)

### **static sort(pred)**

Sorts the current set of chains (or viewedges) according to the comparison predicate given as argument.

#### **PARAMETERS:**

**pred** ([BinaryPredicate1D](#)) – The binary predicate used for the comparison.

### **class freestyle.types.SShape**

Class to define a feature shape. It is the gathering of feature elements from an identified input shape.

#### **\_\_init\_\_0**

#### **\_\_init\_\_(brother)**

Creates a [SShape](#) class using either a default constructor or copy constructor.

#### **PARAMETERS:**

**brother** ([SShape](#)) – An SShape object.

#### **add\_edge(edge)**

Adds an FEdge to the list of FEdges.

#### **PARAMETERS:**

**edge** ([FEdge](#)) – An FEdge object.

#### **add\_vertex(vertex)**

Adds an SVertex to the list of SVertex of this Shape. The SShape attribute of the SVertex is also set to this SShape.

#### **PARAMETERS:**

**vertex** ([SVertex](#)) – An SVertex object.

#### **compute\_bbox()**

Compute the bbox of the SShape.

#### **bbox**

The bounding box of the SShape.

#### **TYPE:**

[BBox](#)

#### **edges**

The list of edges constituting this SShape.

#### **TYPE:**

List of [FEdge](#)

#### **id**

The Id of this SShape.

#### **TYPE:**

[Id](#)

#### **name**

The name of the SShape.

**TYPE:**

str

**vertices**

The list of vertices constituting this SShape.

**TYPE:**

List of [SVertex](#)

**class freestyle.types.SVertex**

Class hierarchy: [Interface0D](#) > [SVertex](#)

Class to define a vertex of the embedding.

**\_\_init\_\_0****\_\_init\_\_(brother)****\_\_init\_\_(point\_3d, id)**

Builds a [SVertex](#) using the default constructor, copy constructor or the overloaded constructor which builds a [SVertex](#) from 3D coordinates and an Id.

**PARAMETERS:**

- **brother** ([SVertex](#)) – A SVertex object.
- **point\_3d** ([mathutils.Vector](#)) – A three-dimensional vector.
- **id** ([Id](#)) – An Id object.

**add\_fedge(fedge)**

Add an FEdge to the list of edges emanating from this SVertex.

**PARAMETERS:**

**fedge** ([FEdge](#)) – An FEdge.

**add\_normal(normal)**

Adds a normal to the SVertex's set of normals. If the same normal is already in the set, nothing changes.

**PARAMETERS:**

**normal** ([mathutils.Vector](#) | tuple[float, float, float] | list[float]) – A three-dimensional vector.

**curvatures**

Curvature information expressed in the form of a seven-element tuple (K1, e1, K2, e2, Kr, er, dKr), where K1 and K2 are scalar values representing the first (maximum) and second (minimum) principal curvatures at this SVertex, respectively; e1 and e2 are three-dimensional vectors representing the first and second principal directions, i.e. the directions of the normal plane where the curvature takes its maximum and minimum values, respectively; and Kr, er and dKr are the radial curvature, radial direction, and the derivative of the radial curvature at this SVertex, respectively.

**TYPE:**

tuple

**id**

The Id of this SVertex.

**TYPE:**[Id](#)**normals**

The normals for this Vertex as a list. In a sharp surface, an SVertex has exactly one normal. In a smooth surface, an SVertex can have any number of normals.

**TYPE:**

list of `mathutils.Vector`

**normals\_size**

The number of different normals for this SVertex.

**TYPE:**

`int`

**point\_2d**

The projected 3D coordinates of the SVertex.

**TYPE:**

`mathutils.Vector`

**point\_3d**

The 3D coordinates of the SVertex.

**TYPE:**

`mathutils.Vector`

**viewvertex**

If this SVertex is also a ViewVertex, this property refers to the ViewVertex, and None otherwise.

**TYPE:**

`ViewVertex`

**class freestyle.types.SVertexIterator**

Class hierarchy: `Iterator` > `SVertexIterator`

Class representing an iterator over `SVertex` of a `ViewEdge`. An instance of an SVertexIterator can be obtained from a ViewEdge by calling verticesBegin() or verticesEnd().

**\_\_init\_\_0****\_\_init\_\_(brother)****\_\_init\_\_(vertex, begin, previous\_edge, next\_edge, t)**

Build an SVertexIterator using either the default constructor, copy constructor,

or the overloaded constructor that starts iteration from an SVertex object vertex.

**PARAMETERS:**

- **brother** (`SVertexIterator`) – An SVertexIterator object.
- **vertex** (`SVertex`) – The SVertex from which the iterator starts iteration.
- **begin** (`SVertex`) – The first SVertex of a ViewEdge.
- **previous\_edge** (`FEdge`) – The previous FEdge coming to vertex.
- **next\_edge** (`FEdge`) – The next FEdge going out from vertex.
- **t** (`float`) – The curvilinear abscissa at vertex.

**object**

The SVertex object currently pointed by this iterator.

**TYPE:**

`SVertex`

**t**

The curvilinear abscissa of the current point.

**TYPE:**

float

**u**

The point parameter at the current point in the 1D element ( $0 \leq u \leq 1$ ).

**TYPE:**

float

**class freestyle.types.Stroke**

Class hierarchy: [Interface1D](#) > [Stroke](#)

Class to define a stroke. A stroke is made of a set of 2D vertices ([StrokeVertex](#)), regularly spaced out. This set of vertices defines the stroke's backbone geometry. Each of these stroke vertices defines the stroke's shape and appearance at this vertex position.

**Stroke()****Stroke(brother)**

Creates a [Stroke](#) using the default constructor or copy constructor

**compute\_sampling(n)**

Compute the sampling needed to get N vertices. If the specified number of vertices is less than the actual number of vertices, the actual sampling value is returned. (To remove Vertices, use the RemoveVertex() method of this class.)

**PARAMETERS:**

**n** (*int*) – The number of stroke vertices we eventually want in our Stroke.

**RETURNS:**

The sampling that must be used in the Resample(float) method.

**RETURN TYPE:**

float

**insert\_vertex(vertex, next)**

Inserts the StrokeVertex given as argument into the Stroke before the point specified by next. The length and curvilinear abscissa are updated consequently.

**PARAMETERS:**

- **vertex** ([StrokeVertex](#)) – The StrokeVertex to insert in the Stroke.
- **next** ([StrokeVertexIterator](#)) – A StrokeVertexIterator pointing to the StrokeVertex before which vertex must be inserted.

**remove\_all\_vertices()**

Removes all vertices from the Stroke.

**remove\_vertex(vertex)**

Removes the StrokeVertex given as argument from the Stroke. The length and curvilinear abscissa are updated consequently.

**PARAMETERS:**

**vertex** ([StrokeVertex](#)) – the StrokeVertex to remove from the Stroke.

**resample(n)****resample(sampling)**

Resamples the stroke so using one of two methods with the goal of creating a stroke with fewer points and the same shape.

**PARAMETERS:**

- **n** (*int*) – Resamples the stroke so that it eventually has N points. That means it is going to add N-vertices\_size, where vertices\_size is the number of points we already have. If vertices\_size  $\geq N$ , no resampling is done.
- **sampling** (*float*) – Resamples the stroke with a given sampling value. If the sampling is smaller than the actual sampling value, no

~~Sampling value) – Returns the Stroke with a given sampling value. If the sampling is outside than the current sampling range, no resampling is done.~~

### **stroke\_vertices\_begin(t=0.0)**

Returns a StrokeVertexIterator pointing on the first StrokeVertex of the Stroke. One can specify a sampling value to re-sample the Stroke on the fly if needed.

#### **PARAMETERS:**

**t (float)** – The resampling value with which we want our Stroke to be resampled. If 0 is specified, no resampling is done.

#### **RETURNS:**

A StrokeVertexIterator pointing on the first StrokeVertex.

#### **RETURN TYPE:**

[StrokeVertexIterator](#)

### **stroke\_vertices\_end()**

Returns a StrokeVertexIterator pointing after the last StrokeVertex of the Stroke.

#### **RETURNS:**

A StrokeVertexIterator pointing after the last StrokeVertex.

#### **RETURN TYPE:**

[StrokeVertexIterator](#)

### **stroke\_vertices\_size()**

Returns the number of StrokeVertex constituting the Stroke.

#### **RETURNS:**

The number of stroke vertices.

#### **RETURN TYPE:**

int

### **update\_length()**

Updates the 2D length of the Stroke.

#### **id**

The Id of this Stroke.

#### **TYPE:**

[Id](#)

### **length\_2d**

The 2D length of the Stroke.

#### **TYPE:**

float

### **medium\_type**

The MediumType used for this Stroke.

#### **TYPE:**

[MediumType](#)

### **texture\_id**

The ID of the texture used to simulate th marks system for this Stroke.

#### **TYPE:**

int

## tips

True if this Stroke uses a texture with tips, and false otherwise.

### TYPE:

bool

## class freestyle.types.StrokeAttribute

Class to define a set of attributes associated with a [StrokeVertex](#). The attribute set stores the color, alpha and thickness values for a Stroke Vertex.

`__init__0`  
`__init__(brother)`  
`__init__(red, green, blue, alpha, thickness_right, thickness_left)`  
`__init__(attribute1, attribute2, t)`

Creates a [StrokeAttribute](#) object using either a default constructor, copy constructor, overloaded constructor, or and interpolation constructor to interpolate between two [StrokeAttribute](#) objects.

### PARAMETERS:

- **brother** ([StrokeAttribute](#)) – A StrokeAttribute object to be used as a copy constructor.
- **red** (*float*) – Red component of a stroke color.
- **green** (*float*) – Green component of a stroke color.
- **blue** (*float*) – Blue component of a stroke color.
- **alpha** (*float*) – Alpha component of a stroke color.
- **thickness\_right** (*float*) – Stroke thickness on the right.
- **thickness\_left** (*float*) – Stroke thickness on the left.
- **attribute1** ([StrokeAttribute](#)) – The first StrokeAttribute object.
- **attribute2** ([StrokeAttribute](#)) – The second StrokeAttribute object.
- **t** (*float*) – The interpolation parameter ( $0 \leq t \leq 1$ ).

## get\_attribute\_real(name)

Returns an attribute of float type.

### PARAMETERS:

**name** (*str*) – The name of the attribute.

### RETURNS:

The attribute value.

### RETURN TYPE:

float

## get\_attribute\_vec2(name)

Returns an attribute of two-dimensional vector type.

### PARAMETERS:

**name** (*str*) – The name of the attribute.

### RETURNS:

The attribute value.

### RETURN TYPE:

[mathutils.Vector](#)

## get\_attribute\_vec3(name)

Returns an attribute of three-dimensional vector type.

**PARAMETERS:**

**name** (*str*) – The name of the attribute.

**RETURNS:**

The attribute value.

**RETURN TYPE:**

`mathutils.Vector`

**has\_attribute\_real(name)**

Checks whether the attribute name of float type is available.

**PARAMETERS:**

**name** (*str*) – The name of the attribute.

**RETURNS:**

True if the attribute is available.

**RETURN TYPE:**

`bool`

**has\_attribute\_vec2(name)**

Checks whether the attribute name of two-dimensional vector type is available.

**PARAMETERS:**

**name** (*str*) – The name of the attribute.

**RETURNS:**

True if the attribute is available.

**RETURN TYPE:**

`bool`

**has\_attribute\_vec3(name)**

Checks whether the attribute name of three-dimensional vector type is available.

**PARAMETERS:**

**name** (*str*) – The name of the attribute.

**RETURNS:**

True if the attribute is available.

**RETURN TYPE:**

`bool`

**set\_attribute\_real(name, value)**

Adds a user-defined attribute of float type. If there is no attribute of the given name, it is added. Otherwise, the new value replaces the old one.

**PARAMETERS:**

- **name** (*str*) – The name of the attribute.
- **value** (*float*) – The attribute value.

**set\_attribute\_vec2(name, value)**

Adds a user-defined attribute of two-dimensional vector type. If there is no attribute of the given name, it is added. Otherwise, the new value replaces the old one.

**PARAMETERS:**

- **name** (*str*) – The name of the attribute.
- **value** (`mathutils.Vector` | `tuple[float, float, float]` | `list[float]`) – The attribute value.

### **set\_attribute\_vec3(name, value)**

Adds a user-defined attribute of three-dimensional vector type. If there is no attribute of the given name, it is added. Otherwise, the new value replaces the old one.

#### **PARAMETERS:**

- **name** (*str*) – The name of the attribute.
- **value** (`mathutils.Vector` | `tuple[float, float, float]` | `list[float]`) – The attribute value as a 3D vector.

### **alpha**

Alpha component of the stroke color.

#### **TYPE:**

`float`

### **color**

RGB components of the stroke color.

#### **TYPE:**

`mathutils.Color`

### **thickness**

Right and left components of the stroke thickness. The right (left) component is the thickness on the right (left) of the vertex when following the stroke.

#### **TYPE:**

`mathutils.Vector`

### **visible**

The visibility flag. True if the StrokeVertex is visible.

#### **TYPE:**

`bool`

### **class freestyle.types.StrokeShader**

Base class for stroke shaders. Any stroke shader must inherit from this class and overload the shade() method. A StrokeShader is designed to modify stroke attributes such as thickness, color, geometry, texture, blending mode, and so on. The basic way for this operation is to iterate over the stroke vertices of the `Stroke` and to modify the `StrokeAttribute` of each vertex. Here is a code example of such an iteration:

```
it = ioStroke.strokeVerticesBegin()
while not it.is_end:
    att = it.object.attribute
    ## perform here any attribute modification
    it.increment()
```

### **\_\_init\_\_(self)**

Default constructor.

### **shade(stroke)**

The shading method. Must be overloaded by inherited classes.

#### **PARAMETERS:**

**stroke** (`Stroke`) – A Stroke object.

### **name**

The name of the stroke shader.

**TYPE:**

str

**class** freestyle.types.**StrokeVertex**Class hierarchy: [Interface0D](#) > [CurvePoint](#) > [StrokeVertex](#)

Class to define a stroke vertex.

- [\\_\\_init\\_\\_\(\)](#)
- [\\_\\_init\\_\\_\(brother\)](#)
- [\\_\\_init\\_\\_\(first\\_vertex, second\\_vertex, t3d\)](#)
- [\\_\\_init\\_\\_\(point\)](#)
- [\\_\\_init\\_\\_\(svertex\)](#)
- [\\_\\_init\\_\\_\(svertex, attribute\)](#)

Builds a [StrokeVertex](#) using the default constructor, copy constructor, from 2 [StrokeVertex](#) and an interpolation parameter, frc a CurvePoint, from a SVertex, or a [SVertex](#) and a [StrokeAttribute](#) object.

**PARAMETERS:**

- **brother** ([StrokeVertex](#)) – A StrokeVertex object.
- **first\_vertex** ([StrokeVertex](#)) – The first StrokeVertex.
- **second\_vertex** ([StrokeVertex](#)) – The second StrokeVertex.
- **t3d** (*float*) – An interpolation parameter.
- **point** ([CurvePoint](#)) – A CurvePoint object.
- **svertex** ([SVertex](#)) – An SVertex object.
- **svertex** – An SVertex object.
- **attribute** ([StrokeAttribute](#)) – A StrokeAttribute object.

**attribute**

StrokeAttribute for this StrokeVertex.

**TYPE:**[StrokeAttribute](#)**curvilinear\_abscissa**

Curvilinear abscissa of this StrokeVertex in the Stroke.

**TYPE:**

float

**point**

2D point coordinates.

**TYPE:**[mathutils.Vector](#)**stroke\_length**

Stroke length (it is only a value retained by the StrokeVertex, and it won't change the real stroke length).

**TYPE:**

float

**u**

Curvilinear abscissa of this StrokeVertex in the Stroke.

**TYPE:**

float

## class freestyle.types.StrokeVertexIterator

Class hierarchy: [Iterator](#) > [StrokeVertexIterator](#)

Class defining an iterator designed to iterate over the [StrokeVertex](#) of a [Stroke](#). An instance of a StrokeVertexIterator can be obtained from a Stroke by calling `iter()`, `stroke_vertices_begin()` or `stroke_vertices_begin()`. It is iterating over the same vertices as an [Interface0DIterator](#). The difference resides in the object access: an Interface0DIterator only allows access to an Interface0D while one might need to access the specialized StrokeVertex type. In this case, one should use a StrokeVertexIterator. To call functions of the UnaryFunction type, a StrokeVertexIterator can be converted to an Interface0DIterator by calling `Interface0DIterator(it)`.

### [\\_\\_init\\_\\_\(0\)](#)

### [\\_\\_init\\_\\_\(brother\)](#)

Creates a [StrokeVertexIterator](#) using either the default constructor or the copy constructor.

#### **PARAMETERS:**

**brother** ([StrokeVertexIterator](#)) – A StrokeVertexIterator object.

### [decremented\(\)](#)

Returns a copy of a decremented StrokeVertexIterator.

#### **RETURNS:**

A StrokeVertexIterator pointing the previous StrokeVertex.

#### **RETURN TYPE:**

[StrokeVertexIterator](#)

### [incremented\(\)](#)

Returns a copy of an incremented StrokeVertexIterator.

#### **RETURNS:**

A StrokeVertexIterator pointing the next StrokeVertex.

#### **RETURN TYPE:**

[StrokeVertexIterator](#)

### [reversed\(\)](#)

Returns a StrokeVertexIterator that traverses stroke vertices in the reversed order.

#### **RETURNS:**

A StrokeVertexIterator traversing stroke vertices backward.

#### **RETURN TYPE:**

[StrokeVertexIterator](#)

### [at\\_last](#)

True if the iterator points to the last valid element. For its counterpart (pointing to the first valid element), use `it.is_begin`.

#### **TYPE:**

bool

### [object](#)

The StrokeVertex object currently pointed to by this iterator.

#### **TYPE:**

[StrokeVertex](#)

### [t](#)

The one-dimensional address of the current vertex.

The curvilinear abscissa of the current point.

**TYPE:**

float

**u**

The point parameter at the current point in the stroke ( $0 \leq u \leq 1$ ).

**TYPE:**

float

**class freestyle.types.TVertex**

Class hierarchy: [Interface0D](#) > [ViewVertex](#) > [TVertex](#)

Class to define a T vertex, i.e. an intersection between two edges. It points towards two SVertex and four ViewEdges. Among the ViewEdges, two are front and the other two are back. Basically a front edge hides part of a back edge. So, among the back edges, one is of invisibility N and the other of invisibility N+1.

**\_\_init\_\_0**

Default constructor.

**get\_mate(viewedge)**

Returns the mate edge of the ViewEdge given as argument. If the ViewEdge is frontEdgeA, frontEdgeB is returned. If the ViewEdge is frontEdgeB, frontEdgeA is returned. Same for back edges.

**PARAMETERS:**

**viewedge** ([ViewEdge](#)) – A ViewEdge object.

**RETURNS:**

The mate edge of the given ViewEdge.

**RETURN TYPE:**

[ViewEdge](#)

**get\_svertex(fedge)**

Returns the SVertex (among the 2) belonging to the given FEdge.

**PARAMETERS:**

**fedge** ([FEdge](#)) – An FEdge object.

**RETURNS:**

The SVertex belonging to the given FEdge.

**RETURN TYPE:**

[SVertex](#)

**back\_svertex**

The SVertex that is further away from the viewpoint.

**TYPE:**

[SVertex](#)

**front\_svertex**

The SVertex that is closer to the viewpoint.

**TYPE:**

[SVertex](#)

**id**

The Id of this TVertex.

**TYPE:**

[Id](#)

**class freestyle.types.UnaryFunction0D**

Base class for Unary Functions (functors) working on [Interface0DIterator](#). A unary function will be used by invoking `__call__()` on an [Interface0DIterator](#). In Python, several different subclasses of [UnaryFunction0D](#) are used depending on the types of functors' return values. For example, you would inherit from a [UnaryFunction0DDouble](#) if you wish to define a function that returns a double value. Available [UnaryFunction0D](#) subclasses are:

- [UnaryFunction0DDouble](#)
- [UnaryFunction0DEdgeNature](#)
- [UnaryFunction0DFloat](#)
- [UnaryFunction0DID](#)
- [UnaryFunction0DMaterial](#)
- [UnaryFunction0DUnsigned](#)
- [UnaryFunction0DVec2f](#)
- [UnaryFunction0DVec3f](#)
- [UnaryFunction0DVectorViewShape](#)
- [UnaryFunction0DViewShape](#)

**name**

The name of the unary 0D function.

**TYPE:**

[str](#)

**class freestyle.types.UnaryFunction0DDouble**

Class hierarchy: [UnaryFunction0D](#) > [UnaryFunction0DDouble](#)

Base class for unary functions (functors) that work on [Interface0DIterator](#) and return a float value.

**\_\_init\_\_0**

Default constructor.

**class freestyle.types.UnaryFunction0DEdgeNature**

Class hierarchy: [UnaryFunction0D](#) > [UnaryFunction0DEdgeNature](#)

Base class for unary functions (functors) that work on [Interface0DIterator](#) and return a [Nature](#) object.

**\_\_init\_\_0**

Default constructor.

**class freestyle.types.UnaryFunction0DFloat**

Class hierarchy: [UnaryFunction0D](#) > [UnaryFunction0DFloat](#)

Base class for unary functions (functors) that work on [Interface0DIterator](#) and return a float value.

**\_\_init\_\_0**

Default constructor.

**class freestyle.types.UnaryFunction0DID**

Class hierarchy: [UnaryFunction0D](#) > [UnaryFunction0DID](#)

Base class for unary functions (functors) that work on [Interface0DIterator](#) and return an [Id](#) object.

**\_\_init\_\_0**

Default constructor.

### **class** freestyle.types.UnaryFunction0DMaterial

Class hierarchy: [UnaryFunction0D](#) > [UnaryFunction0DMaterial](#)

Base class for unary functions (functors) that work on [Interface0DIterator](#) and return a [Material](#) object.

#### [\\_\\_init\\_\\_0](#)

Default constructor.

### **class** freestyle.types.UnaryFunction0DUUnsigned

Class hierarchy: [UnaryFunction0D](#) > [UnaryFunction0DUUnsigned](#)

Base class for unary functions (functors) that work on [Interface0DIterator](#) and return an int value.

#### [\\_\\_init\\_\\_0](#)

Default constructor.

### **class** freestyle.types.UnaryFunction0DVec2f

Class hierarchy: [UnaryFunction0D](#) > [UnaryFunction0DVec2f](#)

Base class for unary functions (functors) that work on [Interface0DIterator](#) and return a 2D vector.

#### [\\_\\_init\\_\\_0](#)

Default constructor.

### **class** freestyle.types.UnaryFunction0DVec3f

Class hierarchy: [UnaryFunction0D](#) > [UnaryFunction0DVec3f](#)

Base class for unary functions (functors) that work on [Interface0DIterator](#) and return a 3D vector.

#### [\\_\\_init\\_\\_0](#)

Default constructor.

### **class** freestyle.types.UnaryFunction0DVectorViewShape

Class hierarchy: [UnaryFunction0D](#) > [UnaryFunction0DVectorViewShape](#)

Base class for unary functions (functors) that work on [Interface0DIterator](#) and return a list of [ViewShape](#) objects.

#### [\\_\\_init\\_\\_0](#)

Default constructor.

### **class** freestyle.types.UnaryFunction0DViewShape

Class hierarchy: [UnaryFunction0D](#) > [UnaryFunction0DViewShape](#)

Base class for unary functions (functors) that work on [Interface0DIterator](#) and return a [ViewShape](#) object.

#### [\\_\\_init\\_\\_0](#)

Default constructor.

### **class** freestyle.types.UnaryFunction1D

Base class for Unary Functions (functors) working on [Interface1D](#). A unary function will be used by invoking [\\_\\_call\\_\\_\(\)](#) on an [Interface1D](#). Python, several different subclasses of [UnaryFunction1D](#) are used depending on the types of functors' return values. For example, you would inherit from a [UnaryFunction1DDouble](#) if you wish to define a function that returns a double value. Available [UnaryFunction1D](#) subclasses are:

- [UnaryFunction1DDouble](#)
- [UnaryFunction1DEdgeNature](#)
- [UnaryFunction1DFloat](#)

- [UnaryFunction1DUnsigned](#)
- [UnaryFunction1DVec2f](#)
- [UnaryFunction1DVec3f](#)
- [UnaryFunction1DVectorViewShape](#)
- [UnaryFunction1DVoid](#)

#### **name**

The name of the unary 1D function.

#### **TYPE:**

str

### **class freestyle.types.UnaryFunction1DDouble**

Class hierarchy: [UnaryFunction1D](#) > [UnaryFunction1DDouble](#)

Base class for unary functions (functors) that work on [Interface1D](#) and return a float value.

#### [\\_\\_init\\_\\_0](#)

#### [\\_\\_init\\_\\_\(integration\\_type\)](#)

Builds a unary 1D function using the default constructor or the integration method given as an argument.

#### **PARAMETERS:**

**integration\_type** ([IntegrationType](#)) – An integration method.

#### **integration\_type**

The integration method.

#### **TYPE:**

[IntegrationType](#)

### **class freestyle.types.UnaryFunction1DEdgeNature**

Class hierarchy: [UnaryFunction1D](#) > [UnaryFunction1DEdgeNature](#)

Base class for unary functions (functors) that work on [Interface1D](#) and return a [Nature](#) object.

#### [\\_\\_init\\_\\_0](#)

#### [\\_\\_init\\_\\_\(integration\\_type\)](#)

Builds a unary 1D function using the default constructor or the integration method given as an argument.

#### **PARAMETERS:**

**integration\_type** ([IntegrationType](#)) – An integration method.

#### **integration\_type**

The integration method.

#### **TYPE:**

[IntegrationType](#)

### **class freestyle.types.UnaryFunction1DFloat**

Class hierarchy: [UnaryFunction1D](#) > [UnaryFunction1DFloat](#)

Base class for unary functions (functors) that work on [Interface1D](#) and return a float value.

#### [\\_\\_init\\_\\_0](#)

#### [\\_\\_init\\_\\_\(integration\\_type\)](#)

Builds a unary 1D function using the default constructor or the integration method given as an argument.

**PARAMETERS:**

**integration\_type** ([IntegrationType](#)) – An integration method.

**integration\_type**

The integration method.

**TYPE:**

[IntegrationType](#)

**class freestyle.types.UnaryFunction1DUnsigned**

Class hierarchy: [UnaryFunction1D](#) > [UnaryFunction1DUnsigned](#)

Base class for unary functions (functors) that work on [Interface1D](#) and return an int value.

**\_init\_0****\_init\_(integration\_type)**

Builds a unary 1D function using the default constructor or the integration method given as an argument.

**PARAMETERS:**

**integration\_type** ([IntegrationType](#)) – An integration method.

**integration\_type**

The integration method.

**TYPE:**

[IntegrationType](#)

**class freestyle.types.UnaryFunction1DVec2f**

Class hierarchy: [UnaryFunction1D](#) > [UnaryFunction1DVec2f](#)

Base class for unary functions (functors) that work on [Interface1D](#) and return a 2D vector.

**\_init\_0****\_init\_(integration\_type)**

Builds a unary 1D function using the default constructor or the integration method given as an argument.

**PARAMETERS:**

**integration\_type** ([IntegrationType](#)) – An integration method.

**integration\_type**

The integration method.

**TYPE:**

[IntegrationType](#)

**class freestyle.types.UnaryFunction1DVec3f**

Class hierarchy: [UnaryFunction1D](#) > [UnaryFunction1DVec3f](#)

Base class for unary functions (functors) that work on [Interface1D](#) and return a 3D vector.

**\_init\_0****\_init\_(integration\_type)**

Builds a unary 1D function using the default constructor or the integration method given as an argument.

**PARAMETERS:**

**integration\_type** ([IntegrationType](#)) – An integration method.

**integration\_type**

The integration method.

**TYPE:**

`IntegrationType`

**class** freestyle.types.`UnaryFunction1DVectorViewShape`

Class hierarchy: `UnaryFunction1D` > `UnaryFunction1DVectorViewShape`

Base class for unary functions (functors) that work on `Interface1D` and return a list of `ViewShape` objects.

`__init__0`

`__init__(integration_type)`

Builds a unary 1D function using the default constructor or the integration method given as an argument.

**PARAMETERS:**

`integration_type` (`IntegrationType`) – An integration method.

`integration_type`

The integration method.

**TYPE:**

`IntegrationType`

**class** freestyle.types.`UnaryFunction1DVoid`

Class hierarchy: `UnaryFunction1D` > `UnaryFunction1DVoid`

Base class for unary functions (functors) working on `Interface1D`.

`__init__0`

`__init__(integration_type)`

Builds a unary 1D function using either a default constructor or the integration method given as an argument.

**PARAMETERS:**

`integration_type` (`IntegrationType`) – An integration method.

`integration_type`

The integration method.

**TYPE:**

`IntegrationType`

**class** freestyle.types.`UnaryPredicate0D`

Base class for unary predicates that work on `Interface0DIterator`. A UnaryPredicate0D is a functor that evaluates a condition on an `Interface0DIterator` and returns true or false depending on whether this condition is satisfied or not. The `UnaryPredicate0D` is used by invoking its `__call__()` method. Any inherited class must overload the `__call__()` method.

`__init__0`

Default constructor.

`__call__(it)`

Must be overload by inherited classes.

**PARAMETERS:**

`it` (`Interface0DIterator`) – The `Interface0DIterator` pointing onto the `Interface0D` at which we wish to evaluate the predicate

**RETURNS:**

True if the condition is satisfied, false otherwise.

**RETURN TYPE:**

bool

**name**

The name of the unary 0D predicate.

**TYPE:**

str

**class freestyle.types.UnaryPredicate1D**

Base class for unary predicates that work on [Interface1D](#). A UnaryPredicate1D is a functor that evaluates a condition on a Interface1D and returns true or false depending on whether this condition is satisfied or not. The UnaryPredicate1D is used by invoking its `__call__()` method. Any inherited class must overload the `__call__()` method.

**\_\_init\_\_0**

Default constructor.

**\_\_call\_\_(inter)**

Must be overload by inherited classes.

**PARAMETERS:**

`inter` ([Interface1D](#)) – The Interface1D on which we wish to evaluate the predicate.

**RETURNS:**

True if the condition is satisfied, false otherwise.

**RETURN TYPE:**

bool

**name**

The name of the unary 1D predicate.

**TYPE:**

str

**class freestyle.types.ViewEdge**

Class hierarchy: [Interface1D](#) > [ViewEdge](#)

Class defining a ViewEdge. A ViewEdge in an edge of the image graph. it connects two [ViewVertex](#) objects. It is made by connecting a set of FEdges.

**\_\_init\_\_0****\_\_init\_\_(brother)**

Builds a [ViewEdge](#) using the default constructor or the copy constructor.

**PARAMETERS:**

`brother` ([ViewEdge](#)) – A ViewEdge object.

**update\_fedges()**

Sets Viewedge to this for all embedded fedges.

**chaining\_time\_stamp**

The time stamp of this ViewEdge.

**TYPE:**

int

**first\_fedge**

The first FEdge that constitutes this ViewEdge.

**TYPE:**

[FEdge](#)

**first\_viewvertex**

The first ViewVertex.

**TYPE:**

[ViewVertex](#)

**id**

The Id of this ViewEdge.

**TYPE:**

[Id](#)

**is\_closed**

True if this ViewEdge forms a closed loop.

**TYPE:**

bool

**last\_fedge**

The last FEdge that constitutes this ViewEdge.

**TYPE:**

[FEdge](#)

**last\_viewvertex**

The second ViewVertex.

**TYPE:**

[ViewVertex](#)

**nature**

The nature of this ViewEdge.

**TYPE:**

[Nature](#)

**occludee**

The shape that is occluded by the ViewShape to which this ViewEdge belongs to. If no object is occluded, this property is set to None.

**TYPE:**

[ViewShape](#)

**qi**

The quantitative invisibility.

**TYPE:**

int

**viewshape**

The ViewShape to which this ViewEdge belongs to.

**TYPE:**

[ViewShape](#)

## **class** freestyle.types.ViewEdgeIterator

Class hierarchy: [Iterator](#) > [ViewEdgeIterator](#)

Base class for iterators over ViewEdges of the [ViewMap](#) Graph. Basically the increment() operator of this class should be able to take the decision of “where” (on which ViewEdge) to go when pointing on a given ViewEdge.

### **\_\_init\_\_(begin=None, orientation=True)**

#### **\_\_init\_\_(brother)**

Builds a ViewEdgeIterator from a starting ViewEdge and its orientation or the copy constructor.

#### **PARAMETERS:**

- **begin** ([ViewEdge](#) | [None](#)) – The ViewEdge from where to start the iteration.
- **orientation** (*bool*) – If true, we’ll look for the next ViewEdge among the ViewEdges that surround the ending ViewVertex of begin. If false, we’ll search over the ViewEdges surrounding the ending ViewVertex of begin.
- **brother** ([ViewEdgeIterator](#)) – A ViewEdgeIterator object.

### **change\_orientation()**

Changes the current orientation.

### **begin**

The first ViewEdge used for the iteration.

#### **TYPE:**

[ViewEdge](#)

### **current\_edge**

The ViewEdge object currently pointed by this iterator.

#### **TYPE:**

[ViewEdge](#)

### **object**

The ViewEdge object currently pointed by this iterator.

#### **TYPE:**

[ViewEdge](#)

### **orientation**

The orientation of the pointed ViewEdge in the iteration. If true, the iterator looks for the next ViewEdge among those ViewEdges that surround the ending ViewVertex of the “begin” ViewEdge. If false, the iterator searches over the ViewEdges surrounding the ending ViewVertex of the “begin” ViewEdge.

#### **TYPE:**

[bool](#)

## **class** freestyle.types.ViewMap

Class defining the ViewMap.

### **\_\_init\_\_()**

Default constructor.

### **get\_closest\_fedge(x, y)**

Gets the FEdge nearest to the 2D point specified as arguments.

#### **PARAMETERS:**

- **x** (*float*) – X coordinate of a 2D point.

- **y** (*float*) – Y coordinate of a 2D point.

**RETURNS:**

The FEdge nearest to the specified 2D point.

**RETURN TYPE:**

[FEdge](#)

**get\_closest\_viewedge(x, y)**

Gets the ViewEdge nearest to the 2D point specified as arguments.

**PARAMETERS:**

- **x** (*float*) – X coordinate of a 2D point.
- **y** (*float*) – Y coordinate of a 2D point.

**RETURNS:**

The ViewEdge nearest to the specified 2D point.

**RETURN TYPE:**

[ViewEdge](#)

**scene\_bbox**

The 3D bounding box of the scene.

**TYPE:**

[BBox](#)

**class freestyle.types.ViewShape**

Class gathering the elements of the ViewMap (i.e., [ViewVertex](#) and [ViewEdge](#)) that are issued from the same input shape.

**\_\_init\_\_0**

**\_\_init\_\_(brother)**

**\_\_init\_\_(sshape)**

Builds a [ViewShape](#) using the default constructor, copy constructor, or from a [SShape](#).

**PARAMETERS:**

- **brother** ([ViewShape](#)) – A ViewShape object.
- **sshape** ([SShape](#)) – An SShape object.

**add\_edge(edge)**

Adds a ViewEdge to the list of ViewEdge objects.

**PARAMETERS:**

**edge** ([ViewEdge](#)) – A ViewEdge object.

**add\_vertex(vertex)**

Adds a ViewVertex to the list of the ViewVertex objects.

**PARAMETERS:**

**vertex** ([ViewVertex](#)) – A ViewVertex object.

**edges**

The list of ViewEdge objects contained in this ViewShape.

**TYPE:**

List of [ViewEdge](#)

**id**

The Id of this ViewShape.

**TYPE:**

[Id](#)

**library\_path**

The library path of the ViewShape.

**TYPE:**

str, or None if the ViewShape is not part of a library

**name**

The name of the ViewShape.

**TYPE:**

str

**sshape**

The SShape on top of which this ViewShape is built.

**TYPE:**

[SShape](#)

**vertices**

The list of ViewVertex objects contained in this ViewShape.

**TYPE:**

List of [ViewVertex](#)

**class** freestyle.types.ViewVertex

Class hierarchy: [Interface0D](#) > [ViewVertex](#)

Class to define a view vertex. A view vertex is a feature vertex corresponding to a point of the image graph, where the characteristics of an edge (e.g., nature and visibility) might change. A [ViewVertex](#) can be of two kinds: A [TVertex](#) when it corresponds to the intersection between two ViewEdges or a [NonTVertex](#) when it corresponds to a vertex of the initial input mesh (it is the case for vertices such as corners for example). Thus, this class can be specialized into two classes, the [TVertex](#) class and the [NonTVertex](#) class.

**edges\_begin()**

Returns an iterator over the ViewEdges that goes to or comes from this ViewVertex pointing to the first ViewEdge of the list. The orientedViewEdgeIterator allows to iterate in CCW order over these ViewEdges and to get the orientation for each ViewEdge (incoming/outgoing).

**RETURNS:**

An orientedViewEdgeIterator pointing to the first ViewEdge.

**RETURN TYPE:**

[orientedViewEdgeIterator](#)

**edges\_end()**

Returns an orientedViewEdgeIterator over the ViewEdges around this ViewVertex, pointing after the last ViewEdge.

**RETURNS:**

An orientedViewEdgeIterator pointing after the last ViewEdge.

**RETURN TYPE:**

[orientedViewEdgeIterator](#)

**edges\_iterator(edge)**

Returns an orientedViewEdgeIterator pointing to the ViewEdge given as argument

**RETURNS** An oriented ViewEdgeIterator pointing to the ViewEdge given as argument.

**PARAMETERS:**

**edge** ([ViewEdge](#)) – A ViewEdge object.

**RETURNS:**

An orientedViewEdgeIterator pointing to the given ViewEdge.

**RETURN TYPE:**

[orientedViewEdgeIterator](#)

**nature**

The nature of this ViewVertex.

**TYPE:**

[Nature](#)

**class** freestyle.types.[orientedViewEdgeIterator](#)

Class hierarchy: [Iterator](#) > [orientedViewEdgeIterator](#)

Class representing an iterator over oriented ViewEdges around a [ViewVertex](#). This iterator allows a CCW iteration (in the image plane). An instance of an orientedViewEdgeIterator can only be obtained from a ViewVertex by calling edges\_begin() or edges\_end().

[\\_\\_init\\_\\_0](#)

[\\_\\_init\\_\\_\(iBrother\)](#)

Creates an [orientedViewEdgeIterator](#) using either the default constructor or the copy constructor.

**PARAMETERS:**

**iBrother** ([orientedViewEdgeIterator](#)) – An orientedViewEdgeIterator object.

**object**

The oriented ViewEdge (i.e., a tuple of the pointed ViewEdge and a boolean value) currently pointed to by this iterator. If the boolean value is true, the ViewEdge is incoming.

**TYPE:**

([ViewEdge](#), bool)

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# freestyle.utils submodule (freestyle.utils.ContextFunctions)

The Blender Freestyle.ContextFunctions submodule

`freestyle.utils.ContextFunctions.get_border()`

Returns the border.

#### RETURNS:

A tuple of 4 numbers (xmin, ymin, xmax, ymax).

#### RETURN TYPE:

`tuple[int, int, int, int]`

`freestyle.utils.ContextFunctions.get_canvas_height()`

Returns the canvas height.

#### RETURNS:

The canvas height.

#### RETURN TYPE:

`int`

`freestyle.utils.ContextFunctions.get_canvas_width()`

Returns the canvas width.

#### RETURNS:

The canvas width.

#### RETURN TYPE:

`int`

`freestyle.utils.ContextFunctions.get_selected_fedge()`

Returns the selected FEdge.

#### RETURNS:

The selected FEdge.

#### RETURN TYPE:

`FEdge`

`freestyle.utils.ContextFunctions.get_time_stamp()`

Returns the system time stamp.

#### RETURNS:

The system time stamp.

#### RETURN TYPE:

`int`

`freestyle.utils.ContextFunctions.load_map(file_name, map_name, num_levels=4, sigma=1.0)`

Loads an image map for further reading.

#### PARAMETERS:

- **file\_name** (*str*) – The name of the image file.
- **map\_name** (*str*) – The name that will be used to access this image.
- **num\_levels** (*int*) – The number of levels in the map pyramid (default = 4). If `num_levels == 0`, the complete pyramid is built.
- **sigma** (*float*) – The sigma value of the gaussian function.

`freestyle.utils.ContextFunctions.read_complete_view_map_pixel(level, x, y)`

Reads a pixel in the complete view map.

#### PARAMETERS:

- **level** (*int*) – The level of the pyramid in which we wish to read the pixel.
- **x** (*int*) – The x coordinate of the pixel we wish to read. The origin is in the lower-left corner.
- **y** (*int*) – The y coordinate of the pixel we wish to read. The origin is in the lower-left corner.

#### RETURNS:

The floating-point value stored for that pixel.

#### RETURN TYPE:

float

`freestyle.utils.ContextFunctions.read_directional_view_map_pixel(orientation, level, x, y)`

Reads a pixel in one of the oriented view map images.

#### PARAMETERS:

- **orientation** (*int*) – The number telling which orientation we want to check.
- **level** (*int*) – The level of the pyramid in which we wish to read the pixel.
- **x** (*int*) – The x coordinate of the pixel we wish to read. The origin is in the lower-left corner.
- **y** (*int*) – The y coordinate of the pixel we wish to read. The origin is in the lower-left corner.

#### RETURNS:

The floating-point value stored for that pixel.

#### RETURN TYPE:

float

`freestyle.utils.ContextFunctions.read_map_pixel(map_name, level, x, y)`

Reads a pixel in a user-defined map.

#### PARAMETERS:

- **map\_name** (*str*) – The name of the map.
- **level** (*int*) – The level of the pyramid in which we wish to read the pixel.
- **x** (*int*) – The x coordinate of the pixel we wish to read. The origin is in the lower-left corner.
- **y** (*int*) – The y coordinate of the pixel we wish to read. The origin is in the lower-left corner.

#### RETURNS:

The floating-point value stored for that pixel.

#### RETURN TYPE:

float

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# Freestyle Utilities (freestyle.utils)

This module contains helper functions used for Freestyle style module writing.

## SUBMODULES

`freestyle.utils` submodule (`freestyle.utils.ContextFunctions`)

`freestyle.utils.getCurrentScene()`

Returns the current scene.

### RETURNS:

The current scene.

### RETURN TYPE:

`bpy.types.Scene`

`freestyle.utils.integrate(func, it, it_end, integration_type)`

Returns a single value from a set of values evaluated at each 0D element of this 1D element.

### PARAMETERS:

- `func` (`UnaryFunction0D`) – The `UnaryFunction0D` used to compute a value at each `Interface0D`.
- `it` (`Interface0DIterator`) – The `Interface0DIterator` used to iterate over the 0D elements of this 1D element. The integration will occur over the 0D elements starting from the one pointed by `it`.
- `it_end` (`Interface0DIterator`) – The `Interface0DIterator` pointing the end of the 0D elements of the 1D element.
- `integration_type` (`IntegrationType`) – The integration method used to compute a single value from a set of values.

### RETURNS:

The single value obtained for the 1D element. The return value type is `float` if `func` is of the `UnaryFunction0DDouble` or `UnaryFunction0DFloat` type, and `int` if `func` is of the `UnaryFunction0DUndefined` type.

### RETURN TYPE:

`int | float`

`freestyle.utils.angle_x_normal(it: Interface0DIterator)`

unsigned angle between a Point's normal and the X axis, in radians

`freestyle.utils.bound(lower, x, higher)`

**Returns x bounded by a maximum and minimum value. Equivalent to:**

`return min(max(x, lower), higher)`

`freestyle.utils.bounding_box(stroke)`

Returns the maximum and minimum coordinates (the bounding box) of the stroke's vertices

`freestyle.utils.curvature_from_stroke_vertex(svert)`

**The 3D curvature of an stroke vertex' underlying geometry**

The result is `None` or in the range `[-inf, inf]`

`freestyle.utils.find_matching_vertex(id, it)`

Finds the matching vertex, or returns `None`.

`freestyle.utils.get_chain_length(ve, orientation)`

Returns the 2d length of a given ViewEdge.

`freestyle.utils.get_object_name(stroke)`

Returns the name of the object that this stroke is drawn on.

**freestyle.utils.get\_strokes()**

Get all strokes that are currently available

**freestyle.utils.get\_test\_stroke()**

Returns a static stroke object for testing

**freestyle.utils.is\_poly\_clockwise(stroke)**

True if the stroke is orientated in a clockwise way, False otherwise

**freestyle.utils.iter\_distance\_along\_stroke(stroke)**

Yields the absolute distance along the stroke up to the current vertex.

**freestyle.utils.iter\_distance\_from\_camera(stroke, range\_min, range\_max, normfac)**

Yields the distance to the camera relative to the maximum possible distance for every stroke vertex, constrained by given minimum and maximum values.

**freestyle.utils.iter\_distance\_from\_object(stroke, location, range\_min, range\_max, normfac)**

yields the distance to the given object relative to the maximum possible distance for every stroke vertex, constrained by given minimum and maximum values.

**freestyle.utils.iter\_material\_value(stroke, func, attribute)**

Yields a specific material attribute from the vertex' underlying material.

**freestyle.utils.iter\_t2d\_along\_stroke(stroke)**

Yields the progress along the stroke.

**freestyle.utils.material\_from\_fedge(fe)**

get the diffuse RGBA color from an FEdge

**freestyle.utils.normal\_at\_I0D(it: Interface0DIterator) → Vector****Normal at an Interface0D object. In contrast to Normal2DF0D this**

function uses the actual data instead of underlying Fedge objects.

**freestyle.utils.pairwise(iterable, types={<class 'Stroke'>, <class 'StrokeVertexIterator'>})**

Yields a tuple containing the previous and current object

**freestyle.utils.rgb\_to\_bw(r, g, b)**

Method to convert rgb to a bw intensity value.

**freestyle.utils.simplify(points, tolerance)**

Simplifies a set of points

**freestyle.utils.stroke\_curvature(it)**

Compute the 2D curvature at the stroke vertex pointed by the iterator 'it'.  $K = 1 / R$  where  $R$  is the radius of the circle going through the current vertex and its neighbors

**freestyle.utils.stroke\_normal(stroke)**

Compute the 2D normal at the stroke vertex pointed by the iterator 'it'. It is noted that Normal2DF0D computes normals based on underlying FEdges instead, which is inappropriate for strokes when they have already been modified by stroke geometry modifiers.

The returned normals are dynamic: they update when the vertex position (and therefore the vertex normal) changes. for use in geometry modifiers it advised to cast this generator function to a tuple or list

**freestyle.utils.tripplewise(iterable)**

Yields a tuple containing the current object and its immediate neighbors

## **class** freestyle.utils.BoundingBox

Object representing a bounding box consisting out of 2 2D vectors

### **inside(other)**

True if self inside other, False otherwise

## **class** freestyle.utils.StrokeCollector

Collects and Stores stroke objects

### **shade(stroke)**

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freestyle.utils submodule (freestyle.utils.ContextFunction)

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- `attribute_convert()` (in module `bpy.ops.geometry`)
- `attribute_domain` (`bpy.types.NodeGeometryBakeItem` attribute)
  - (`bpy.types.NodeTreeInterfaceSocket` attribute)
  - (`bpy.types.SimulationStateItem` attribute)
  - (`bpy.types.SpaceSpreadsheet` attribute)
- `attribute_name` (`bpy.types.ShaderNodeAttribute` attribute)
- `attribute_node` (`bpy.types.ThemeNodeEditor` attribute)
- `attribute_remove()` (in module `bpy.ops.geometry`)
- `attribute_set()` (in module `bpy.ops.curves`)
  - (in module `bpy.ops.mesh`)
- `attribute_type` (`bpy.types.ShaderNodeAttribute` attribute)
- `AttributeGroupCurves` (class in `bpy.types`)
- `AttributeGroupGreasePencil` (class in `bpy.types`)
- `AttributeGroupGreasePencilDrawing` (class in `bpy.types`)
- `AttributeGroupMesh` (class in `bpy.types`)
- `AttributeGroupPointCloud` (class in `bpy.types`)
- `attrs_info_get()` (`gpu.types.GPUShader` method)
- `aud`
  - `module`
- `audio_bitrate` (`bpy.types.FFMpegSettings` attribute)
- `audio_channels` (`bpy.types.FFMpegSettings` attribute)
  - (`bpy.types.PreferencesSystem` attribute)
- `audio_codec` (`bpy.types.FFMpegSettings` attribute)
- `audio_device` (`bpy.types.PreferencesSystem` attribute)
- `audio_distance_model` (`bpy.types.Scene` attribute)
- `audio_doppler_factor` (`bpy.types.Scene` attribute)
- `audio_doppler_speed` (`bpy.types.Scene` attribute)
- `audio_mixing_buffer` (`bpy.types.PreferencesSystem` attribute)
- `audio_mixrate` (`bpy.types.FFMpegSettings` attribute)
- `audio_sample_format` (`bpy.types.PreferencesSystem` attribute)
- `audio_sample_rate` (`bpy.types.PreferencesSystem` attribute)
- `audio_strip` (`bpy.types.ThemeSequenceEditor` attribute)
- `audio_volume` (`bpy.types.FFMpegSettings` attribute)
  - (`bpy.types.Scene` attribute)
- `author` (`bpy.types.AssetMetaData` attribute)
- `auto_keying_mode` (`bpy.types.PreferencesEdit` attribute)
  - (`bpy.types.ToolSettings` attribute)
- `auto_save_time` (`bpy.types.PreferencesFilePaths` attribute)
- `auto_smooth_factor` (`bpy.types.Brush` attribute)
- `auto_smoothing` (`bpy.types.FCurve` attribute)
- `auto_texspace` (`bpy.types.Mesh` attribute)
- `autocomplete()` (in module `bpy.ops.console`)
  - (in module `bpy.ops.text`)
- `autoexec_fail` (in module `bpy.app`)
- `autoexec_fail_message` (in module `bpy.app`)
- `autoexec_fail_quiet` (in module `bpy.app`)
- `autoexec_path_add()` (in module `bpy.ops.preferences`)
- `autoexec_path_remove()` (in module `bpy.ops.preferences`)
- `automasking_boundary_edges_propagation_steps` (`bpy.types.Brush`

- `AddStrip` (class in `bpy.types`)
- `AddStrip.input_count` (in module `bpy.types`)
- `addTransition()` (aud.DynamicMusic method)
- `AdjacencyIterator` (class in `freestyle.types`)
- `adjudate()` (`mathutils.Matrix` method)
- `adjudged()` (`mathutils.Matrix` method)
- `AdjustmentStrip` (class in `bpy.types`)
- `AdjustmentStrip.input_count` (in module `bpy.types`)
- `ADSR()` (aud.Sound method)
- `aero` (`bpy.types.SoftBodySettings` attribute)
- `aerodynamics_type` (`bpy.types.SoftBodySettings` attribute)
- `affect` (`bpy.types.BevelModifier` attribute)
- `after_color` (`bpy.types.GreasePencil3` attribute)
- `after_current_frame` (`bpy.types.ThemeView3D` attribute)
- `aggression` (`bpy.types.BoidSettings` attribute)
- `air_acc_max` (`bpy.types.BoidSettings` attribute)
- `air_ave_max` (`bpy.types.BoidSettings` attribute)
- `air_damping` (`bpy.types.ClothSettings` attribute)
- `air_density` (`bpy.types.ShaderNodeTexSky` attribute)
- `air_personal_space` (`bpy.types.BoidSettings` attribute)
- `air_speed_max` (`bpy.types.BoidSettings` attribute)
- `air_speed_min` (`bpy.types.BoidSettings` attribute)
- `alembic` (in module `bpy.app`)
- `alembic_export()` (`bpy.types.Scene` method)
  - (in module `bpy.ops.wm`)
- `alembic_import()` (in module `bpy.ops.wm`)
- `alert` (`bpy.typesUILayout` attribute)
- `align()` (in module `bpy.ops.armature`)
  - (in module `bpy.ops.object`)
  - (in module `bpy.ops.uv`)
- `align_orientation()` (`bpy.types.EditBone` method)
- `align_roll()` (`bpy.types.EditBone` method)
- `align_rotation()` (in module `bpy.ops.uv`)
- `align_update_callback()` (`bpy_extras.object_utils.AddObjectHelper` method)
- `align_x` (`bpy.types.GeometryNodeStringToCurves` attribute)
  - (`bpy.types.TextCurve` attribute)
- `align_y` (`bpy.types.GeometryNodeStringToCurves` attribute)
  - (`bpy.types.TextCurve` attribute)
- `alignment` (`bpy.typesUILayout` attribute)
- `alignment_mode` (`bpy.types.MaterialGPencilStyle` attribute)
- `alignment_rotation` (`bpy.types.GreasePencilTextureModifier` attribute)
  - (`bpy.types.MaterialGPencilStyle` attribute)
- `alignment_x` (`bpy.types.TextStrip` attribute)
- `alive_state` (`bpy.types.Particle` attribute)
- `all` (`bpy.types.EffectorWeights` attribute)
- `attribute`
- (`bpy.types.Sculpt` attribute)
- `automasking_cavity_blur_steps` (`bpy.types.Brush` attribute)
  - (`bpy.types.Sculpt` attribute)
- `automasking_cavity_factor` (`bpy.types.Brush` attribute)
  - (`bpy.types.Sculpt` attribute)
- `automasking_start_normal_falloff` (`bpy.types.Brush` attribute)
  - (`bpy.types.Sculpt` attribute)
- `automasking_start_normal_limit` (`bpy.types.Brush` attribute)
  - (`bpy.types.Sculpt` attribute)
- `automasking_view_normal_falloff` (`bpy.types.Brush` attribute)
  - (`bpy.types.Sculpt` attribute)
- `automasking_view_normal_limit` (`bpy.types.Brush` attribute)
  - (`bpy.types.Sculpt` attribute)
- `autopack_toggle()` (in module `bpy.ops.file`)
- `autoside_names()` (in module `bpy.ops.armature`)
  - (in module `bpy.ops.pose`)
- `auxiliary_target` (`bpy.types.GreasePencilShrinkwrapModifier` attribute)
  - (`bpy.types.ShrinkwrapModifier` attribute)
- `average_islands_scale()` (in module `bpy.ops.uv`)
- `average_normals()` (in module `bpy.ops.mesh`)
- `average_tracks()` (in module `bpy.ops.clip`)
- `average_vert_facedata()` (in module `bmesh.ops`)
- `axes_position` (`bpy.types.Armature` attribute)
- `axis` (`bpy.types.CompositorNodeFlip` attribute)
  - (`bpy.types.CompositorNodeSplit` attribute)
  - (`bpy.types.FunctionNodeAlignEulerToVector` attribute)
  - (`bpy.types.FunctionNodeAlignRotationToVector` attribute)
  - (`bpy.types.GreasePencilWeightAngleModifier` attribute)
  - (`bpy.types.ParticleInstanceModifier` attribute)
  - (`bpy.types.ScrewModifier` attribute)
  - (`bpy.types.ShaderNodeTangent` attribute)
  - (`mathutils.Quaternion` attribute)
- `axis0_region` (`bpy.types.XrActionMapBinding` attribute)
- `axis1_region` (`bpy.types.XrActionMapBinding` attribute)
- `axis_conversion()` (in module `bpy_extras.io_utils`)
- `axis_conversion_ensure()` (in module `bpy_extras.io_utils`)
- `axis_u` (`bpy.types.UVWarpModifier` attribute)
- `axis_v` (`bpy.types.UVWarpModifier` attribute)
- `axis_x` (`bpy.types.ThemeUserInterface` attribute)
- `axis_y` (`bpy.types.ThemeUserInterface` attribute)
- `axis_z` (`bpy.types.ThemeUserInterface` attribute)
- `AxisRollFromMatrix()` (`bpy.types.Bone` class method)
- `azimuth` (aud.Source attribute)

## B

- `b` (`mathutils.Color` attribute)
- `back` (`bpy.types.Keyframe` attribute)
  - (`bpy.types.ThemeAssetShelf` attribute)
  - (`bpy.types.ThemePanelColors` attribute)
  - (`bpy.types.ThemeSpaceGeneric` attribute)
- `back_svertex` (`freestyle.types.TVertex` attribute)
- `back_to_previous()` (in module `bpy.ops.screen`)
- `backbone_length`
- `bl_socket_idname` (`bpy.types.NodeTreeInterfaceSocket` attribute)
- `bl_space_type` (`bpy.types.AssetShelf` attribute)
  - (`bpy.types.GizmoGroup` attribute)
  - (`bpy.types.Header` attribute)
  - (`bpy.types.Panel` attribute)
- `bl_subtype_label` (`bpy.types.NodeSocket` attribute)
- `bl_translation_context` (`bpy.types.Macro` attribute)
  - (`bpy.types.Menu` attribute)

- (bpy.types.LineStyleGeometryModifier\_BackboneStretcher attribute)
    - (bpy.types.LineStyleGeometryModifier\_Blueprint attribute)
  - BackboneStretcherShader (class in freestyle.shaders)
  - backdrop\_channels (bpy.types.SpaceNodeEditor attribute)
  - backdrop\_offset (bpy.types.SpaceNodeEditor attribute)
  - backdrop\_zoom (bpy.types.SpaceNodeEditor attribute)
  - backend\_type\_get() (in module gpu.platform)
  - background (in module bpy.app)
  - background\_color (bpy.types.View3DShading attribute)
  - background\_set (bpy.types.Scene attribute)
  - background\_type (bpy.types.ThemeGradientColors attribute)
    - (bpy.types.View3DShading attribute)
  - backimage\_fit() (in module bpy.ops.node)
  - backimage\_move() (in module bpy.ops.node)
  - backimage\_sample() (in module bpy.ops.node)
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  - backup\_clear() (bpy.types.Pose class method)
  - backup\_create() (bpy.types.Pose class method)
  - backup\_restore() (bpy.types.Pose class method)
  - bake() (bpy.types.FCurve method)
    - (bpy.types.RenderEngine method)
    - (in module bpy.ops.dpaint)
    - (in module bpy.ops.nla)
    - (in module bpy.ops.object)
    - (in module bpy.ops.ptcache)
  - bake\_action() (in module bpy\_extras.anim\_utils)
  - bake\_action\_iter() (in module bpy\_extras.anim\_utils)
  - bake\_action\_objects() (in module bpy\_extras.anim\_utils)
  - bake\_action\_objects\_iter() (in module bpy\_extras.anim\_utils)
  - bake\_all() (in module bpy.ops.fluid)
    - (in module bpy.ops.ptcache)
  - bake\_animation() (in module bpy.ops.sound)
  - bake\_bias (bpy.types.RenderSettings attribute)
  - bake\_data() (in module bpy.ops.fluid)
  - bake\_directory (bpy.types.NodesModifier attribute)
  - bake\_foam\_fade (bpy.types.OceanModifier attribute)
  - bake\_from\_cache() (in module bpy.ops.ptcache)
  - bake\_grease\_pencil\_animation() (in module bpy.ops.grease\_pencil)
  - bake\_guides() (in module bpy.ops.fluid)
  - bake\_image() (in module bpy.ops.object)
  - bake\_keys() (in module bpy.ops.action)
    - (in module bpy.ops.graph)
  - bake\_location (bpy.types.AnimVizMotionPaths attribute)
  - bake\_margin (bpy.types.RenderSettings attribute)
  - bake\_margin\_type (bpy.types.RenderSettings attribute)
  - bake\_mesh() (in module bpy.ops.fluid)
  - bake\_mode (bpy.types.NodesModifierBake attribute)
  - bake\_node\_item\_add() (in module bpy.ops.node)
  - bake\_node\_item\_move() (in module bpy.ops.node)
  - bake\_node\_item\_remove() (in module bpy.ops.node)
  - bake\_noise() (in module bpy.ops.fluid)
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  - bake\_samples (bpy.types.LightProbeVolume attribute)
    - (bpy.types.RenderSettings attribute)
  - bake\_target (bpy.types.NodesModifier attribute)
    - (bpy.types.NodesModifierBake attribute)
  - bake\_to\_keyframes() (in module bpy.ops.rigidbody)
- (bpy.types.Operator attribute)
  - (bpy.types.Panel attribute)
- bl\_ui\_units\_x (bpy.types.Panel attribute)
  - bl\_undo\_group (bpy.types.Macro attribute)
    - (bpy.types.Operator attribute)
  - bl\_use\_alembic\_procedural (bpy.types.RenderEngine attribute)
  - bl\_use\_custom\_freestyle (bpy.types.RenderEngine attribute)
  - bl\_use\_eevee\_viewport (bpy.types.RenderEngine attribute)
  - bl\_use\_gpu\_context (bpy.types.RenderEngine attribute)
  - bl\_use\_group\_interface (bpy.types.NodeTree attribute)
  - bl\_use\_image\_save (bpy.types.RenderEngine attribute)
  - bl\_use\_materialx (bpy.types.RenderEngine attribute)
  - bl\_use\_postprocess (bpy.types.RenderEngine attribute)
  - bl\_use\_preview (bpy.types.RenderEngine attribute)
  - bl\_use\_shading\_nodes\_custom (bpy.types.RenderEngine attribute)
  - bl\_use\_spherical\_stereo (bpy.types.RenderEngine attribute)
  - bl\_use\_stereo\_viewport (bpy.types.RenderEngine attribute)
  - bl\_width\_default (bpy.types.Node attribute)
  - bl\_width\_max (bpy.types.Node attribute)
  - bl\_width\_min (bpy.types.Node attribute)
  - black\_level (bpy.types.CurveMapping attribute)
  - blend (bpy.types.Brush attribute)
    - (bpy.types.LineStyleAlphaModifier\_AlongStroke attribute)
    - (bpy.types.LineStyleAlphaModifier\_CreaseAngle attribute)
    - (bpy.types.LineStyleAlphaModifier\_Curvature\_3D attribute)
    - (bpy.types.LineStyleAlphaModifier\_DistanceFromCamera attribute)
    - (bpy.types.LineStyleAlphaModifier\_DistanceFromObject attribute)
    - (bpy.types.LineStyleAlphaModifier\_Material attribute)
    - (bpy.types.LineStyleAlphaModifier\_Noise attribute)
    - (bpy.types.LineStyleAlphaModifier\_Tangent attribute)
    - (bpy.types.LineStyleColorModifier\_AlongStroke attribute)
    - (bpy.types.LineStyleColorModifier\_CreaseAngle attribute)
    - (bpy.types.LineStyleColorModifier\_Curvature\_3D attribute)
    - (bpy.types.LineStyleColorModifier\_DistanceFromCamera attribute)
    - (bpy.types.LineStyleColorModifier\_DistanceFromObject attribute)
    - (bpy.types.LineStyleColorModifier\_Material attribute)
    - (bpy.types.LineStyleColorModifier\_Noise attribute)
    - (bpy.types.LineStyleColorModifier\_Tangent attribute)
    - (bpy.types.LineStyleThicknessModifier\_AlongStroke attribute)
    - (bpy.types.LineStyleThicknessModifier\_Calligraphy attribute)
    - (bpy.types.LineStyleThicknessModifier\_CreaseAngle attribute)
    - (bpy.types.LineStyleThicknessModifier\_Curvature\_3D attribute)
    - (bpy.types.LineStyleThicknessModifier\_DistanceFromCamera attribute)
    - (bpy.types.LineStyleThicknessModifier\_DistanceFromObject attribute)
    - (bpy.types.LineStyleThicknessModifier\_Material attribute)
    - (bpy.types.LineStyleThicknessModifier\_Noise attribute)
    - (bpy.types.LineStyleThicknessModifier\_Tangent attribute)
    - (bpy.types.MaskLayer attribute)
    - (bpy.types.ThemeWidgetStateColors attribute)
  - blend\_alpha (bpy.types.Strip attribute)
  - blend\_color (bpy.types.ColorMapping attribute)

- `bake_type` (bpy.types.RenderSettings attribute)
- `bake_user_scale` (bpy.types.RenderSettings attribute)
- `BakeOptions` (class in bpy\_extras.anim\_utils)
- `BakeSettings` (class in bpy.types)
- `BakeSettings.image_settings` (in module bpy.types)
- `BakeSettings.pass_filter` (in module bpy.types)
- `balance()` (mathutils.kdtree.KDTree method)
- `ball_damp` (bpy.types.SoftBodySettings attribute)
- `ball_size` (bpy.types.SoftBodySettings attribute)
- `ball_stiff` (bpy.types.SoftBodySettings attribute)
- `bands_direction` (bpy.types.ShaderNodeTexWave attribute)
- `bank` (bpy.types.BoidSettings attribute)
- `banner()` (in module bpy.ops.console)
- `barycentric_transform()` (in module mathutils.geometry)
- `base_path` (bpy.types.CompositorNodeOutputFile attribute)
- `base_pose_angle` (bpy.types.XrSessionSettings attribute)
- `base_pose_location` (bpy.types.XrSessionSettings attribute)
- `base_pose_object` (bpy.types.XrSessionSettings attribute)
- `base_pose_type` (bpy.types.XrSessionSettings attribute)
- `base_scale` (bpy.types.XrSessionSettings attribute)
- `basename()` (in module bpy.path)
- `batch_for_shader()` (in module gpu\_extras.batch)
- `batch_remove()` (bpy.types.BlendData method)
- `batch_rename()` (in module bpy.ops.wm)
- `bbone_curveinx` (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
  - (bpy.types.PoseBone attribute)
- `bbone_curveinz` (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
  - (bpy.types.PoseBone attribute)
- `bbone_curveoutx` (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
  - (bpy.types.PoseBone attribute)
- `bbone_curveoutz` (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
  - (bpy.types.PoseBone attribute)
- `bbone_custom_handle_end` (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
- `bbone_custom_handle_start` (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
- `bbone_easein` (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
  - (bpy.types.PoseBone attribute)
- `bbone_easeout` (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
  - (bpy.types.PoseBone attribute)
- `bbone_handle_type_end` (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
- `bbone_handle_type_start` (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
- `bbone_handle_use Ease_end` (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
- `bbone_handle_use Ease_start` (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
- `bbone_handle_use scale_end` (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
- `blend_data` (in module bpy.context)
- `blend_effect` (bpy.types.ColorMixStrip attribute)
- `blend_factor` (bpy.types.ColorMapping attribute)
  - (bpy.types.SpaceClipEditor attribute)
  - (bpy.types.SpaceImageEditor attribute)
- `blend_from_shape()` (in module bpy.ops.mesh)
- `blend_get()` (in module gpu.state)
- `blend_import_post` (in module bpy.app.handlers)
- `blend_import_pre` (in module bpy.app.handlers)
- `blend_in` (bpy.types.FModifier attribute)
  - (bpy.types.NlaStrip attribute)
- `blend_method` (bpy.types.Material attribute)
- `blend_mode` (bpy.types.GreasePencilLayer attribute)
  - (bpy.types.ShaderFxGlow attribute)
- `blend_offset()` (in module bpy.ops.graph)
- `blend_out` (bpy.types.FModifier attribute)
  - (bpy.types.NlaStrip attribute)
- `blend_paths()` (in module bpy.utils)
- `blend_pose_asset()` (in module bpy.ops.poselib)
- `blend_pose_from_action()` (bpy.types.Pose class method)
- `blend_set()` (in module gpu.state)
- `blend_strings_utf8_validate()` (in module bpy.ops.wm)
- `blend_to_default()` (in module bpy.ops.graph)
- `blend_to_ease()` (in module bpy.ops.graph)
- `blend_to_neighbor()` (in module bpy.ops.graph)
  - (in module bpy.ops.pose)
- `blend_type` (bpy.types.ColorMapping attribute)
  - (bpy.types.CompositorNodeMixRGB attribute)
  - (bpy.types.FModifierNoise attribute)
  - (bpy.types.NlaStrip attribute)
  - (bpy.types.ShaderNodeMix attribute)
  - (bpy.types.ShaderNodeMixRGB attribute)
  - (bpy.types.ShaderNodeOutputLineStyle attribute)
  - (bpy.types.Strip attribute)
  - (bpy.types.TextureNodeMixRGB attribute)
  - (bpy.types.TextureSlot attribute)
- `blend_with_rest()` (in module bpy.ops.pose)
- `BlendData` (class in bpy.types)
- `BlendData.actions` (in module bpy.types)
- `BlendData.armatures` (in module bpy.types)
- `BlendData.brushes` (in module bpy.types)
- `BlendData.cache_files` (in module bpy.types)
- `BlendData.cameras` (in module bpy.types)
- `BlendData.collections` (in module bpy.types)
- `BlendData.curves` (in module bpy.types)
- `BlendData.filepath` (in module bpy.types)
- `BlendData.fonts` (in module bpy.types)
- `BlendData.grease_pencils` (in module bpy.types)
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- `BlendData.hair_curves` (in module bpy.types)
- `BlendData.images` (in module bpy.types)
- `BlendData.is_dirty` (in module bpy.types)
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- `BlendData.lattices` (in module bpy.types)
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- `bbone_handle_use_scale_start` (`bpy.types.Bone` attribute)
  - (`bpy.types.EditBone` attribute)
- `bbone_mapping_mode` (`bpy.types.Bone` attribute)
  - (`bpy.types.EditBone` attribute)
- `bbone_resize()` (in module `bpy.ops.transform`)
- `bbone_rollin` (`bpy.types.Bone` attribute)
  - (`bpy.types.EditBone` attribute)
  - (`bpy.types.PoseBone` attribute)
- `bbone_rollout` (`bpy.types.Bone` attribute)
  - (`bpy.types.EditBone` attribute)
  - (`bpy.types.PoseBone` attribute)
- `bbone_scalein` (`bpy.types.Bone` attribute)
  - (`bpy.types.EditBone` attribute)
  - (`bpy.types.PoseBone` attribute)
- `bbone_scaleout` (`bpy.types.Bone` attribute)
  - (`bpy.types.EditBone` attribute)
  - (`bpy.types.PoseBone` attribute)
- `bbone_segment_index()` (`bpy.types.PoseBone` method)
- `bbone_segment_matrix()` (`bpy.types.PoseBone` method)
- `bbone_segments` (`bpy.types.Bone` attribute)
  - (`bpy.types.EditBone` attribute)
- `bbone_x` (`bpy.types.Bone` attribute)
  - (`bpy.types.EditBone` attribute)
- `bbone_z` (`bpy.types.Bone` attribute)
  - (`bpy.types.EditBone` attribute)
- `BBox` (class in `freestyle.types`)
- `bbox` (`freestyle.types.SShape` attribute)
- `beautify_fill()` (in module `bmesh.ops`)
  - (in module `bpy.ops.mesh`)
- `before_color` (`bpy.types.GreasePencilV3` attribute)
- `before_current_frame` (`bpy.types.ThemeView3D` attribute)
- `begin` (`freestyle.types.ViewEdgeIterator` attribute)
- `begin_result()` (`bpy.types.RenderEngine` method)
- `bend` (`bpy.types.SoftBodySettings` attribute)
- `bend()` (in module `bpy.ops.transform`)
- `bending_damping` (`bpy.types.ClothSettings` attribute)
- `bending_model` (`bpy.types.ClothSettings` attribute)
- `bending_random` (`bpy.types.ParticleSettings` attribute)
- `bending_stiffness` (`bpy.types.ClothSettings` attribute)
- `bending_stiffness_max` (`bpy.types.ClothSettings` attribute)
- `beta` (`bpy.types.FluidDomainSettings` attribute)
- `bevel()` (in module `bmesh.ops`)
  - (in module `bpy.ops.mesh`)
- `bevel_convex` (`bpy.types.SolidifyModifier` attribute)
- `bevel_depth` (`bpy.types.Curve` attribute)
- `bevel_factor_end` (`bpy.types.Curve` attribute)
- `bevel_factor_mapping_end` (`bpy.types.Curve` attribute)
- `bevel_factor_mapping_start` (`bpy.types.Curve` attribute)
- `bevel_factor_start` (`bpy.types.Curve` attribute)
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  - `(bpy.types.NodeTreeInterfaceSocketImage method)`
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  - `(bpy.types.NodeTreeInterfaceSocketIntFactor method)`
  - `(bpy.types.NodeTreeInterfaceSocketIntPercentage method)`
  - `(bpy.types.NodeTreeInterfaceSocketIntUnsigned method)`
  - `(bpy.types.NodeTreeInterfaceSocketMaterial method)`
  - `(bpy.types.NodeTreeInterfaceSocketMatrix method)`
  - `(bpy.types.NodeTreeInterfaceSocketMenu method)`
  - `(bpy.types.NodeTreeInterfaceSocketObject method)`
  - `(bpy.types.NodeTreeInterfaceSocketRotation method)`
  - `(bpy.types.NodeTreeInterfaceSocketShader method)`
  - `(bpy.types.NodeTreeInterfaceSocketString method)`
  - `(bpy.types.NodeTreeInterfaceSocketStringFilePath method)`
  - `(bpy.types.NodeTreeInterfaceSocketTexture method)`
  - `(bpy.types.NodeTreeInterfaceSocketVector method)`
  - `(bpy.types.NodeTreeInterfaceSocketVectorAcceleration method)`
  - `(bpy.types.NodeTreeInterfaceSocketVectorDirection method)`
  - `(bpy.types.NodeTreeInterfaceSocketVectorEuler method)`
  - `(bpy.types.NodeTreeInterfaceSocketVectorTranslation method)`
  - `(bpy.types.NodeTreeInterfaceSocketVectorVelocity method)`
- `attribute()`
- `invert_vertex_group_roughness_end(bpy.types.ParticleSystem attribute)`
- `invert_vertex_group_size(bpy.types.ParticleSystem attribute)`
- `invert_vertex_group_tangent(bpy.types.ParticleSystem attribute)`
- `invert_vertex_group_twist(bpy.types.ParticleSystem attribute)`
- `invert_vertex_group_velocity(bpy.types.ParticleSystem attribute)`
- `invert_visibility_collection(bpy.types.LightProbe attribute)`
- `invert_wet_mix_pressure(bpy.types.Brush attribute)`
- `invert_wet_persistence_pressure(bpy.types.Brush attribute)`
- `invert_x(bpy.types.CopyLocationConstraint attribute)`
  - `(bpy.types.CopyRotationConstraint attribute)`
- `invert_y(bpy.types.CopyLocationConstraint attribute)`
  - `(bpy.types.CopyRotationConstraint attribute)`
- `invert_z(bpy.types.CopyLocationConstraint attribute)`
  - `(bpy.types.CopyRotationConstraint attribute)`
- `invert_zoom_wheel(bpy.types.PreferencesInput attribute)`
- `inverted()(mathutils.Matrix method)`
- `inverted_safe()(mathutils.Matrix method)`
- `invoke()(bpy.types.Gizmo method)`
  - `(bpy.types.Operator method)`
  - `(bpy_extras.io_utils.ExportHelper method)`
  - `(bpy_extras.io_utils.ImportHelper method)`
- `invoke_confirm()(bpy.types.WindowManager class method)`
- `invoke_popup()(bpy.types.WindowManager class method)`
  - `(bpy_extras.io_utils.ImportHelper method)`
- `invoke_prepare()(bpy.types.GizmoGroup method)`
- `invoke_props_dialog()(bpy.types.WindowManager class method)`
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- `IO_FH_fbx(class in bpy.types)`
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- `is_active(bpy.types.DynamicPaintSurface attribute)`
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- `is_active_output(bpy.types.NodeGroupOutput attribute)`
  - `(bpy.types.ShaderNodeOutputLight attribute)`
  - `(bpy.types.ShaderNodeOutputLineStyle attribute)`
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- `is_animation(bpy.types.RenderEngine attribute)`
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- `is_baked(bpy.types.GreasePencilLineartModifier attribute)`
- `is_begin(freestyle.types.Iterator attribute)`
- `is_bound(gpu.types.GPUFrameBuffer attribute)`
- `is_boundary(bmesh.types.BMEdge attribute)`
  - `(bmesh.types.BMVert attribute)`
- `is_cache_baking_any(bpy.types.FluidDomainSettings attribute)`
- `is_cache_baking_data(bpy.types.FluidDomainSettings attribute)`
- `is_cache_baking_guide(bpy.types.FluidDomainSettings attribute)`
- `is_cache_baking_mesh(bpy.types.FluidDomainSettings attribute)`
- `is_cache_baking_noise(bpy.types.FluidDomainSettings attribute)`
- `is_cache_baking_particles(bpy.types.FluidDomainSettings attribute)`
- `is_closed(freestyle.types.ViewErod attribute)`

- `( bpy.types.NodeTreeInterfaceSocketVectorXYZ method )`
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- `initialize()` (`bpy.types.CurveMapping` method)
  - `( bpy.types.CurveProfile method )`
- `inner` (`bpy.types.ThemeWidgetColors` attribute)
- `inner_anim` (`bpy.types.ThemeWidgetStateColors` attribute)
- `inner_anim_sel` (`bpy.types.ThemeWidgetStateColors` attribute)
- `inner_changed` (`bpy.types.ThemeWidgetStateColors` attribute)
- `inner_changed_sel` (`bpy.types.ThemeWidgetStateColors` attribute)
- `inner_driven` (`bpy.types.ThemeWidgetStateColors` attribute)
- `inner_driven_sel` (`bpy.types.ThemeWidgetStateColors` attribute)
- `inner_key` (`bpy.types.ThemeWidgetStateColors` attribute)
- `inner_key_sel` (`bpy.types.ThemeWidgetStateColors` attribute)
- `inner_mode` (`bpy.types.CompositorNodeDoubleEdgeMask` attribute)
- `inner_overridden` (`bpy.types.ThemeWidgetStateColors` attribute)
- `inner_overridden_sel` (`bpy.types.ThemeWidgetStateColors` attribute)
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- `input_1` (`bpy.types.AddStrip` attribute)
  - `( bpy.types.AlphaOverStrip attribute )`
  - `( bpy.types.AlphaUnderStrip attribute )`
  - `( bpy.types.ColorMixStrip attribute )`
  - `( bpy.types.CrossStrip attribute )`
  - `( bpy.types.GammaCrossStrip attribute )`
  - `( bpy.types.GaussianBlurStrip attribute )`
  - `( bpy.types.GlowStrip attribute )`
  - `( bpy.types.MultiplyStrip attribute )`
  - `( bpy.types.OverDropStrip attribute )`
  - `( bpy.types.SpeedControlStrip attribute )`
  - `( bpy.types.SubtractStrip attribute )`
  - `( bpy.types.TransformStrip attribute )`
  - `( bpy.types.WipeStrip attribute )`
- `input_2` (`bpy.types.AddStrip` attribute)
  - `( bpy.types.AlphaOverStrip attribute )`
  - `( bpy.types.AlphaUnderStrip attribute )`
  - `( bpy.types.ColorMixStrip attribute )`
  - `( bpy.types.CrossStrip attribute )`
  - `( bpy.types.GammaCrossStrip attribute )`
  - `( bpy.types.MultiplyStrip attribute )`
  - `( bpy.types.OverDropStrip attribute )`
  - `( bpy.types.SubtractStrip attribute )`
  - `( bpy.types.WipeStrip attribute )`
- `input_mask_id` (`bpy.types.StripModifier` attribute)
- `input_mask_strip` (`bpy.types.StripModifier` attribute)
- `input_mask_type` (`bpy.types.StripModifier` attribute)
- `input_node` (`bpy.types.ThemeNodeEditor` attribute)
- `input_samples` (`bpy.types.Brush` attribute)
  - `( bpy.types.BrushGpencilSettings attribute )`
  - `( bpy.types.UnifiedPaintSettings attribute )`
- `input_temperature` (`bpy.types.CompositorNodeColorBalance` attribute)
- `input_template()` (`bpy.types.CompositorNodeAlphaOver` class method)
  - `( bpy.types.CompositorNodeAntiAliasing class method )`
  - `( bpy.types.CompositorNodeBilateralblur class method )`
  - `( bpy.types.CompositorNodeBlur class method )`
  - `( bpy.types.CompositorNodeBokehBlur class method )`
  - `( bpy.types.CompositorNodeBokehImage class method )`
  - `( bpy.types.CompositorNodeBoxMask class method )`
- `is_cross` (`bmesh.types.Edge` attribute)
- `is_contiguous` (`bmesh.types.BMEdge` attribute)
- `is_convex` (`bmesh.types.BMEdge` attribute)
  - `( bmesh.types.BMLoop attribute )`
- `is_data` (`bpy.types.ColorManagedInputColorspaceSettings` attribute)
- `is_deform_modified()` (`bpy.types.Object` method)
- `is_dirty` (`bpy.types.Preferences` attribute)
- `is_empty` (`freestyle.types.Curve` attribute)
- `is_end` (`freestyle.types.Iterator` attribute)
- `is_expanded` (`bpy.types.BoneCollection` attribute)
  - `( bpy.types.GreasePencilLayerGroup attribute )`
- `is_extended()` (`bpy.types.Header` class method)
  - `( bpy.types.Menu class method )`
  - `( bpy.types.Panel class method )`
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- `is_frozen` (`mathutils.Color` attribute)
  - `( mathutils.Euler attribute )`
  - `( mathutils.Matrix attribute )`
  - `( mathutils.Quaternion attribute )`
  - `( mathutils.Vector attribute )`
- `is_holdout` (`bpy.types.Object` attribute)
- `is_icon_custom` (`bpy.types.ImagePreview` attribute)
- `is_identity` (`mathutils.Matrix` attribute)
- `is_image_custom` (`bpy.types.ImagePreview` attribute)
- `is_in_hierarchy` (`bpy.types.IDOverrideLibrary` attribute)
- `is_incoming` (`freestyle.types.AdjacencyIterator` attribute)
- `is_incrementing` (`freestyle.types.ChainingIterator` attribute)
- `is_inspect_output` (`bpy.types.NodeTreeInterfaceSocket` attribute)
- `is_job_running()` (in module `bpy.app`)
- `is_keyed` (`bpy.types.MovieTrackingMarker` attribute)
- `is_manifold` (`bmesh.types.BMEdge` attribute)
  - `( bmesh.types.BMVert attribute )`
- `is_mode_edit` (`bpy.types.GeometryNodeTree` attribute)
- `is_mode_object` (`bpy.types.GeometryNodeTree` attribute)
- `is_mode_sculpt` (`bpy.types.GeometryNodeTree` attribute)
- `is_modified` (`bpy.types.MotionPath` attribute)
- `is_modified()` (`bpy.types.Object` method)
- `is_modifier` (`bpy.types.GeometryNodeTree` attribute)
- `is-muted` (`bpy.types.NodeLink` attribute)
- `is_negative` (`mathutils.Matrix` attribute)
- `is_open` (`bpy.types.CollectionExport` attribute)
  - `( bpy.types.LayoutPanelState attribute )`
  - `( bpy.types.NodesModifierPanel attribute )`
- `is_orthogonal` (`mathutils.Matrix` attribute)
- `is_orthogonal_axis_vectors` (`mathutils.Matrix` attribute)
- `is_orthographic_side_view` (`bpy.types.RegionView3D` attribute)
- `is_perspective` (`bpy.types.RegionView3D` attribute)
- `is_pinned` (`bpy.types.SpaceSpreadsheet` attribute)
- `is_poly_clockwise()` (in module `freestyle.utils`)
- `is_preview` (`bpy.types.RenderEngine` attribute)
- `is_property_hidden()` (`bpy.types.bpy_struct` method)
- `is_property_overridable_library()` (`bpy.types.bpy_struct` method)
- `is_property_READONLY()` (`bpy.types.bpy_struct` method)
- `is_property_set()` (`bpy.types.bpy_struct` method)
- `is_registered()` (in module `bpy.app.timers`)
- `is_registered_node_type()`

- ( bpy.types.CompositorNodeBrightContrast class method)
  - ( bpy.types.CompositorNodeChannelMatte class method)
  - ( bpy.types.CompositorNodeChromaMatte class method)
  - ( bpy.types.CompositorNodeColorBalance class method)
  - ( bpy.types.CompositorNodeColorCorrection class method)
  - ( bpy.types.CompositorNodeColorMatte class method)
  - ( bpy.types.CompositorNodeColorSpill class method)
  - ( bpy.types.CompositorNodeCombHSVA class method)
  - ( bpy.types.CompositorNodeCombineColor class method)
  - ( bpy.types.CompositorNodeCombineXYZ class method)
  - ( bpy.types.CompositorNodeCombRGBA class method)
  - ( bpy.types.CompositorNodeCombYCCA class method)
  - ( bpy.types.CompositorNodeCombYUVA class method)
  - ( bpy.types.CompositorNodeComposite class method)
  - ( bpy.types.CompositorNodeConvertColorSpace class method)
  - ( bpy.types.CompositorNodeCornerPin class method)
  - ( bpy.types.CompositorNodeCrop class method)
  - ( bpy.types.CompositorNodeCryptomatte class method)
  - ( bpy.types.CompositorNodeCryptomatteV2 class method)
  - ( bpy.types.CompositorNodeCurveRGB class method)
  - ( bpy.types.CompositorNodeCurveVec class method)
  - ( bpy.types.CompositorNodeDBlur class method)
  - ( bpy.types.CompositorNodeDefocus class method)
  - ( bpy.types.CompositorNodeDenoise class method)
  - ( bpy.types.CompositorNodeDespeckle class method)
  - ( bpy.types.CompositorNodeDiffMatte class method)
  - ( bpy.types.CompositorNodeDilateErode class method)
  - ( bpy.types.CompositorNodeDisplace class method)
  - ( bpy.types.CompositorNodeDistanceMatte class method)
  - ( bpy.types.CompositorNodeDoubleEdgeMask class method)
  - ( bpy.types.CompositorNodeEllipseMask class method)
  - ( bpy.types.CompositorNodeExposure class method)
  - ( bpy.types.CompositorNodeFilter class method)
  - ( bpy.types.CompositorNodeFlip class method)
  - ( bpy.types.CompositorNodeGamma class method)
  - ( bpy.types.CompositorNodeGlare class method)
  - ( bpy.types.CompositorNodeGroup class method)
  - ( bpy.types.CompositorNodeHueCorrect class method)
  - ( bpy.types.CompositorNodeHueSat class method)
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  - ( bpy.types.CompositorNodeImage class method)
  - ( bpy.types.CompositorNodeInpaint class method)
  - ( bpy.types.CompositorNodeInvert class method)
  - ( bpy.types.CompositorNodeKeying class method)
  - ( bpy.types.CompositorNodeKeyingScreen class method)
  - ( bpy.types.CompositorNodeKuwahara class method)
  - ( bpy.types.CompositorNodeLensdist class method)
  - ( bpy.types.CompositorNodeLevels class method)
  - ( bpy.types.CompositorNodeLumaMatte class method)
  - ( bpy.types.CompositorNodeMapRange class method)
  - ( bpy.types.CompositorNodeMapUV class method)
  - ( bpy.types.CompositorNodeMapView class method)
  - ( bpy.types.CompositorNodeMask class method)
  - ( bpy.types.CompositorNodeMath class method)
  - ( bpy.types.CompositorNodeMixRGB class method)
  - ( bpy.types.CompositorNodeMovieClip class method)
  - ( bpy.types.CompositorNodeMovieDistortion class method)

- (bpy.types.CompositorNodeAlphaOver class method)
  - (bpy.types.CompositorNodeAntiAliasing class method)
  - (bpy.types.CompositorNodeBilateralblur class method)
  - (bpy.types.CompositorNodeBlur class method)
  - (bpy.types.CompositorNodeBokehBlur class method)
  - (bpy.types.CompositorNodeBokehImage class method)
  - (bpy.types.CompositorNodeBoxMask class method)
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  - (bpy.types.CompositorNodeCombHSVA class method)
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  - (bpy.types.CompositorNodeCombRGBA class method)
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  - (bpy.types.CompositorNodeDespeckle class method)
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  - (bpy.types.CompositorNodeDilateErode class method)
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  - (bpy.types.CompositorNodeGlare class method)
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  - (bpy.types.CompositorNodeLevels class method)
  - (bpy.types.CompositorNodeLumaMatte class method)



- (bpy.types.FunctionNodeIntegerMath class method)
  - (bpy.types.FunctionNodeInvertMatrix class method)
  - (bpy.types.FunctionNodeInvertRotation class method)
  - (bpy.types.FunctionNodeMatrixDeterminant class method)
  - (bpy.types.FunctionNodeMatrixMultiply class method)
  - (bpy.types.FunctionNodeProjectPoint class method)
  - (bpy.types.FunctionNodeQuaternionToRotation class method)
  - (bpy.types.FunctionNodeRandomValue class method)
  - (bpy.types.FunctionNodeReplaceString class method)
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  - (bpy.types.FunctionNodeRotateRotation class method)
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  - (bpy.types.FunctionNodeRotationToEuler class method)
  - (bpy.types.FunctionNodeRotationToQuaternion class method)
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  - (bpy.types.FunctionNodeSeparateMatrix class method)
  - (bpy.types.FunctionNodeSeparateTransform class method)
  - (bpy.types.FunctionNodeSliceString class method)
  - (bpy.types.FunctionNodeStringLength class method)
  - (bpy.types.FunctionNodeTransformDirection class method)
  - (bpy.types.FunctionNodeTransformPoint class method)
  - (bpy.types.FunctionNodeTransposeMatrix class method)
  - (bpy.types.FunctionNodeValueToString class method)
  - (bpy.types.GeometryNodeAccumulateField class method)
  - (bpy.types.GeometryNodeAttributeDomainSize class method)
  - (bpy.types.GeometryNodeAttributeStatistic class method)
  - (bpy.types.GeometryNodeBake class method)
  - (bpy.types.GeometryNodeBlurAttribute class method)
  - (bpy.types.GeometryNodeBoundingBox class method)
  - (bpy.types.GeometryNodeCaptureAttribute class method)
  - (bpy.types.GeometryNodeCollectionInfo class method)
  - (bpy.types.GeometryNodeConvexHull class method)
  - (bpy.types.GeometryNodeCornersOffEdge class method)
  - (bpy.types.GeometryNodeCornersOffFace class method)
  - (bpy.types.GeometryNodeCornersOfVertex class method)
  - (bpy.types.GeometryNodeCurveArc class method)
  - (bpy.types.GeometryNodeCurveEndpointSelection class method)
  - (bpy.types.GeometryNodeCurveHandleTypeSelection class method)
  - (bpy.types.GeometryNodeCurveLength class method)
  - (bpy.types.GeometryNodeCurveOfPoint class method)
  - (bpy.types.GeometryNodeCurvePrimitiveBezierSegment class method)
  - (bpy.types.GeometryNodeCurvePrimitiveCircle class method)
  - (bpy.types.GeometryNodeCurvePrimitiveLine class method)
  - (bpy.types.GeometryNodeCurvePrimitiveQuadrilateral class method)
  - (bpy.types.GeometryNodeCurveQuadraticBezier class method)
  - (bpy.types.GeometryNodeCurveSetHandles class method)
  - (bpy.types.GeometryNodeCurveSpiral class method)
  - (bpy.types.GeometryNodeCurveSplineType class method)
  - (bpy.types.GeometryNodeCurveStar class method)
  - (bpy.types.GeometryNodeCurvesToGreasePencil class method)
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  - (bpy.types.GeometryNodeDeformCurvesOnSurface class method)
  - (bpy.types.GeometryNodeDeleteGeometry class method)
  - (bpy.types.GeometryNodeDistributePointsInGrid class method)
- ~ Geometry Node Distribute Points In Grid class methods
- (bpy.types.FunctionNodeFloatToInt class method)
  - (bpy.types.FunctionNodeHashValue class method)
  - (bpy.types.FunctionNodeInputBool class method)
  - (bpy.types.FunctionNodeInputColor class method)
  - (bpy.types.FunctionNodeInputInt class method)
  - (bpy.types.FunctionNodeInputRotation class method)
  - (bpy.types.FunctionNodeInputSpecialCharacters class method)
  - (bpy.types.FunctionNodeInputString class method)
  - (bpy.types.FunctionNodeInputVector class method)
  - (bpy.types.FunctionNodeIntegerMath class method)
  - (bpy.types.FunctionNodeInvertMatrix class method)
  - (bpy.types.FunctionNodeInvertRotation class method)
  - (bpy.types.FunctionNodeMatrixDeterminant class method)
  - (bpy.types.FunctionNodeMatrixMultiply class method)
  - (bpy.types.FunctionNodeProjectPoint class method)
  - (bpy.types.FunctionNodeQuaternionToRotation class method)
  - (bpy.types.FunctionNodeRandomValue class method)
  - (bpy.types.FunctionNodeReplaceString class method)
  - (bpy.types.FunctionNodeRotateEuler class method)
  - (bpy.types.FunctionNodeRotateRotation class method)
  - (bpy.types.FunctionNodeRotateVector class method)
  - (bpy.types.FunctionNodeRotationToAxisAngle class method)
  - (bpy.types.FunctionNodeRotationToEuler class method)
  - (bpy.types.FunctionNodeRotationToQuaternion class method)
  - (bpy.types.FunctionNodeSeparateColor class method)
  - (bpy.types.FunctionNodeSeparateMatrix class method)
  - (bpy.types.FunctionNodeSeparateTransform class method)
  - (bpy.types.FunctionNodeSliceString class method)
  - (bpy.types.FunctionNodeStringLength class method)
  - (bpy.types.FunctionNodeTransformDirection class method)
  - (bpy.types.FunctionNodeTransformPoint class method)
  - (bpy.types.FunctionNodeTransposeMatrix class method)
  - (bpy.types.FunctionNodeValueToString class method)
  - (bpy.types.GeometryNodeAccumulateField class method)
  - (bpy.types.GeometryNodeAttributeDomainSize class method)
  - (bpy.types.GeometryNodeAttributeStatistic class method)
  - (bpy.types.GeometryNodeBake class method)
  - (bpy.types.GeometryNodeBlurAttribute class method)
  - (bpy.types.GeometryNodeBoundingBox class method)
  - (bpy.types.GeometryNodeCaptureAttribute class method)
  - (bpy.types.GeometryNodeCollectionInfo class method)
  - (bpy.types.GeometryNodeConvexHull class method)
  - (bpy.types.GeometryNodeCornersOffEdge class method)
  - (bpy.types.GeometryNodeCornersOffFace class method)
  - (bpy.types.GeometryNodeCornersOfVertex class method)
  - (bpy.types.GeometryNodeCurveArc class method)
  - (bpy.types.GeometryNodeCurveEndpointSelection class method)
  - (bpy.types.GeometryNodeCurveHandleTypeSelection class method)
  - (bpy.types.GeometryNodeCurveLength class method)
  - (bpy.types.GeometryNodeCurveOfPoint class method)
  - (bpy.types.GeometryNodeCurvePrimitiveBezierSegment class method)
  - (bpy.types.GeometryNodeCurvePrimitiveCircle class method)
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- ( bpy.types.GeometryNodeDuplicateElements class method)
- ( bpy.types.GeometryNodeEdgePathsToCurves class method)
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- ( bpy.types.GeometryNodeEdgesOfCorner class method)
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- ( bpy.types.GeometryNodeEdgesToFaceGroups class method)
- ( bpy.types.GeometryNodeExtrudeMesh class method)
- ( bpy.types.GeometryNodeFaceOfCorner class method)
- ( bpy.types.GeometryNodeFieldAtIndex class method)
- ( bpy.types.GeometryNodeFieldOnDomain class method)
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- ( bpy.types.GeometryNodeFilletCurve class method)
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  - propvalue ( bpy.types.KeyMapItem attribute )
  - protect ( bpy.types.ExplodeModifier attribute )
  - proximity\_falloff ( bpy.types.DynamicPaintBrushSettings attribute )
  - proximity\_geometry ( bpy.types.VertexWeightProximityModifier attribute )
  - proximity\_mode ( bpy.types.VertexWeightProximityModifier attribute )
  - proxy\_dir ( bpy.types.SequenceEditor attribute )
  - proxy\_render\_size ( bpy.types.MovieClipUser attribute )
    - ( bpy.types.SpaceSequenceEditor attribute )
  - proxy\_storage ( bpy.types.SequenceEditor attribute )
  - publish\_ma() ( in module bpy.msgbus )
  - puff\_mode ( bpy.types.ParticleBrush attribute )
  - pull ( bpy.types.SoftBodySettings attribute )
  - push ( bpy.types.SoftBodySettings attribute )
  - push() ( in module bpy.ops.pose )
    - ( in module gpu.matrix )
  - push\_constant() ( gpu.types.GPUShaderCreateInfo method )
  - push\_down() ( in module bpy.ops.action )
  - push\_pop() ( in module gpu.matrix )
  - push\_pop\_projection() ( in module gpu.matrix )
  - push\_projection() ( in module gpu.matrix )
  - push\_pull() ( in module bpy.ops.graph )
    - ( in module bpy.ops.transform )

- `plane_orientation` (`bpy.types.ToolSettings` attribute)
- `plane_track_name` (`bpy.types.CompositorNodePlaneTrackDeform` attribute)
- `plane_trim` (`bpy.types.Brush` attribute)
- `planes` (`imbuf.types.ImBuf` attribute)
- `plastic` (`bpy.types.SoftBodySettings` attribute)
- `plasticity` (`bpy.types.SPHFluidSettings` attribute)
- `play()` (`aud.Device` method)
  - (`aud.PlaybackManager` method)
- `play_mode` (`bpy.types.MeshCacheModifier` attribute)
- `play_rendered_anim()` (in module `bpy.ops.render`)
- `playback_fps_samples` (`bpy.types.PreferencesView` attribute)
- `PlaybackManager` (class in `aud`)
- `ply_export()` (in module `bpy.ops.wm`)
- `ply_import()` (in module `bpy.ops.wm`)
- `Point` (class in `bpy.types`)
- `point` (`freestyle.types.StrokeVertex` attribute)
- `Point.index` (in module `bpy.types`)
- `point_2d` (`freestyle.types.Interface0D` attribute)
  - (`freestyle.types.SVertex` attribute)
- `point_3d` (`freestyle.types.Interface0D` attribute)
  - (`freestyle.types.SVertex` attribute)
- `point_density` (`bpy.types.GreasePencilLengthModifier` attribute)
- `point_normals()` (in module `bpy.ops.mesh`)
- `point_size_set()` (in module `gpu.state`)
- `point_source` (`bpy.types.ShaderNodeTexPointDensity` attribute)
- `PointCache` (class in `bpy.types`)
- `PointCache.info` (in module `bpy.types`)
- `PointCache.is_baked` (in module `bpy.types`)
- `PointCache.is_baking` (in module `bpy.types`)
- `PointCache.is_frame_skip` (in module `bpy.types`)
- `PointCache.is_outdated` (in module `bpy.types`)
- `PointCache.point_caches` (in module `bpy.types`)
- `PointCacheItem` (class in `bpy.types`)
- `PointCacheItem.info` (in module `bpy.types`)
- `PointCacheItem.is_baked` (in module `bpy.types`)
- `PointCacheItem.is_baking` (in module `bpy.types`)
- `PointCacheItem.is_frame_skip` (in module `bpy.types`)
- `PointCacheItem.is_outdated` (in module `bpy.types`)
- `PointCaches` (class in `bpy.types`)
- `PointCloud` (class in `bpy.types`)
- `PointCloud.animation_data` (in module `bpy.types`)
- `PointCloud.attributes` (in module `bpy.types`)
- `PointCloud.color_attributes` (in module `bpy.types`)
- `PointCloud.materials` (in module `bpy.types`)
- `PointCloud.points` (in module `bpy.types`)
- `pointcloud_add()` (in module `bpy.ops.object`)
- `POINTCLOUD_UL_attributes` (class in `bpy.types`)
- `PointerProperty` (class in `bpy.types`)
- `PointerProperty()` (in module `bpy.props`)
- `PointerProperty.fixed_type` (in module `bpy.types`)
- `PointLight` (class in `bpy.types`)
- `pointmerge()` (in module `bmesh.ops`)
- `pointmerge_facedata()` (in module `bmesh.ops`)
- `points` (`bpy.types.ThemeFontStyle` attribute)
- `points_begin()` (`freestyle.types.Interface1D` method)
- `points_end()` (`freestyle.types.Interface1D` method)
- `push_vertex_back()` (`freestyle.types.Curve` method)
- `push_vertex_front()` (`freestyle.types.Curve` method)
- `push_viewedge_back()` (`freestyle.types.Chain` method)
- `push_viewedge_front()` (`freestyle.types.Chain` method)
- `py2DCurvatureColorShader` (class in `freestyle.shaders`)
- `pyBackboneStretcherNoCuspShader` (class in `freestyle.shaders`)
- `pyBackboneStretcherShader` (class in `freestyle.shaders`)
- `pyBackTVertexUP0D` (class in `freestyle.predicates`)
- `pyBluePrintCirclesShader` (class in `freestyle.shaders`)
- `pyBluePrintDirectedSquaresShader` (class in `freestyle.shaders`)
- `pyBluePrintEllipsesShader` (class in `freestyle.shaders`)
- `pyBluePrintSquaresShader` (class in `freestyle.shaders`)
- `pyChainSilhouetteGenericIterator` (class in `freestyle.chainingiterator`)
- `pyChainSilhouetteIterator` (class in `freestyle.chainingiterators`)
- `pyClosedCurveUP1D` (class in `freestyle.predicates`)
- `pyConstantColorShader` (class in `freestyle.shaders`)
- `pyConstantThicknessShader` (class in `freestyle.shaders`)
- `pyConstrainedIncreasingThicknessShader` (class in `freestyle.shader`)
- `pyCurvilinearLengthF0D` (class in `freestyle.functions`)
- `pyDecreasingThicknessShader` (class in `freestyle.shaders`)
- `pyDensityAnisotropyF0D` (class in `freestyle.functions`)
- `pyDensityAnisotropyF1D` (class in `freestyle.functions`)
- `pyDensityFunctorUP1D` (class in `freestyle.predicates`)
- `pyDensityUP1D` (class in `freestyle.predicates`)
- `pyDensityVariableSigmaUP1D` (class in `freestyle.predicates`)
- `pyDepthDiscontinuityThicknessShader` (class in `freestyle.shaders`)
- `pyDiffusion2Shader` (class in `freestyle.shaders`)
- `pyExternalContourChainingIterator` (class in `freestyle.chainingiterators`)
- `pyFillOcclusionsAbsoluteAndRelativeChainingIterator` (class in `freestyle.chainingiterators`)
- `pyFillOcclusionsAbsoluteChainingIterator` (class in `freestyle.chainingiterators`)
- `pyFillOcclusionsRelativeChainingIterator` (class in `freestyle.chainingiterators`)
- `pyFillQi0AbsoluteAndRelativeChainingIterator` (class in `freestyle.chainingiterators`)
- `pyFXSVaryingThicknessWithDensityShader` (class in `freestyle.shaders`)
- `pyGetInverseProjectedZF1D` (class in `freestyle.functions`)
- `pyGetSquareInverseProjectedZF1D` (class in `freestyle.functions`)
- `pyGuidingLineShader` (class in `freestyle.shaders`)
- `pyHighDensityAnisotropyUP1D` (class in `freestyle.predicates`)
- `pyHighDirectionalViewMapDensityUP1D` (class in `freestyle.predicates`)
- `pyHigherCurvature2DAngleUP0D` (class in `freestyle.predicates`)
- `pyHigherLengthUP1D` (class in `freestyle.predicates`)
- `pyHigherNumberOfTurnsUP1D` (class in `freestyle.predicates`)
- `pyHighSteerableViewMapDensityUP1D` (class in `freestyle.predicates`)
- `pyHighViewMapDensityUP1D` (class in `freestyle.predicates`)
- `pyHighViewMapGradientNormUP1D` (class in `freestyle.predicates`)
- `pyHLRShader` (class in `freestyle.shaders`)
- `pyImportance2DThicknessShader` (class in `freestyle.shaders`)
- `pyImportance3DThicknessShader` (class in `freestyle.shaders`)
- `pyIncreasingColorShader` (class in `freestyle.shaders`)

- `points_in_planes()` (in module `mathutils.geometry`)
- `points_per_curve` (`bpy.types.BrushCurvesSculptSettings` attribute)
- `points_u` (`bpy.types.Lattice` attribute)
- `points_v` (`bpy.types.Lattice` attribute)
- `points_w` (`bpy.types.Lattice` attribute)
- `poke()` (in module `bmesh.ops`)
  - (in module `bpy.ops.mesh`)
- `pole_angle` (`bpy.types.KinematicConstraint` attribute)
- `pole_merge_angle_from` (`bpy.types.CameraStereoData` attribute)
- `pole_merge_angle_to` (`bpy.types.CameraStereoData` attribute)
- `pole_subtarget` (`bpy.types.KinematicConstraint` attribute)
- `pole_target` (`bpy.types.KinematicConstraint` attribute)
- `poll()` (`bpy.types.AssetShelf` class method)
  - (`bpy.types.GizmoGroup` class method)
  - (`bpy.types.KeyingSetInfo` method)
  - (`bpy.types.Macro` class method)
  - (`bpy.types.Menu` class method)
  - (`bpy.types.Node` class method)
  - (`bpy.types.NodeInternal` class method)
  - (`bpy.types.NodeTree` class method)
  - (`bpy.types.Operator` class method)
  - (`bpy.types.Panel` class method)
- `poll_drop()` (`bpy.types.FileHandler` class method)
- `poll_file_object_drop()` (in module `bpy_extras.io_utils`)
- `poll_instance()` (`bpy.types.Node` method)
  - (`bpy.types.NodeInternal` method)
- `poll_message_set()` (`bpy.types.Operator` class method)
- `poly_3d_calc()` (in module `mathutils.interpolate`)
- `poly_mapping` (`bpy.types.DataTransferModifier` attribute)
- `poly_order` (`bpy.types.FModifierGenerator` attribute)
- `polybuild_delete_at_cursor()` (in module `bpy.ops.mesh`)
- `polybuild_dissolve_at_cursor()` (in module `bpy.ops.mesh`)
- `polybuild_extrude_at_cursor_move()` (in module `bpy.ops.mesh`)
- `polybuild_face_at_cursor()` (in module `bpy.ops.mesh`)
- `polybuild_face_at_cursor_move()` (in module `bpy.ops.mesh`)
- `polybuild_split_at_cursor()` (in module `bpy.ops.mesh`)
- `polybuild_split_at_cursor_move()` (in module `bpy.ops.mesh`)
- `polybuild_transform_at_cursor()` (in module `bpy.ops.mesh`)
- `pyIncreasingThicknessShader` (class in `freestyle.shaders`)
- `pyInterpolateColorShader` (class in `freestyle.shaders`)
- `pyInverseCurvature2DAngleF0D` (class in `freestyle.functions`)
- `pyIsInOccludersListUP1D` (class in `freestyle.predicates`)
- `pyIsOccludedByIdListUP1D` (class in `freestyle.predicates`)
- `pyIsOccludedByItselfUP1D` (class in `freestyle.predicates`)
- `pyIsOccludedByUP1D` (class in `freestyle.predicates`)
- `pyLengthBP1D` (class in `freestyle.predicates`)
- `pyLengthDependingBackboneStretcherShader` (class in `freestyle.shaders`)
- `pyLowDirectionalViewMapDensityUP1D` (class in `freestyle.predicates`)
- `pyLowSteerableViewMapDensityUP1D` (class in `freestyle.predicates`)
- `pyMaterialColorShader` (class in `freestyle.shaders`)
- `pyModulateAlphaShader` (class in `freestyle.shaders`)
- `pyNatureBP1D` (class in `freestyle.predicates`)
- `pyNatureUP1D` (class in `freestyle.predicates`)
- `pyNFirstUP1D` (class in `freestyle.predicates`)
- `pyNoIdChainSilhouetteIterator` (class in `freestyle.chainingiterators`)
- `pyNonLinearVaryingThicknessShader` (class in `freestyle.shaders`)
- `pyParameterUP0D` (class in `freestyle.predicates`)
- `pyParameterUP0DGoodOne` (class in `freestyle.predicates`)
- `pyPerlinNoise1DShader` (class in `freestyle.shaders`)
- `pyPerlinNoise2DShader` (class in `freestyle.shaders`)
- `pyProjectedXBP1D` (class in `freestyle.predicates`)
- `pyProjectedYBP1D` (class in `freestyle.predicates`)
- `pyRandomColorShader` (class in `freestyle.shaders`)
- `pySamplingShader` (class in `freestyle.shaders`)
- `pyShapeIdListUP1D` (class in `freestyle.predicates`)
- `pyShapeIdUP1D` (class in `freestyle.predicates`)
- `pyShuffleBP1D` (class in `freestyle.predicates`)
- `pySilhouetteFirstBP1D` (class in `freestyle.predicates`)
- `pySinusDisplacementShader` (class in `freestyle.shaders`)
- `pySketchyChainingIterator` (class in `freestyle.chainingiterators`)
- `pySketchyChainSilhouetteIterator` (class in `freestyle.chainingiterators`)
- `pySLERPThicknessShader` (class in `freestyle.shaders`)
- `python_args` (in module `bpy.app`)
- `python_file_run()` (in module `bpy.ops.script`)
- `PythonConstraint` (class in `bpy.types`)
- `PythonConstraint.has_script_error` (in module `bpy.types`)
- `PythonConstraint.targets` (in module `bpy.types`)
- `pyTimeColorShader` (class in `freestyle.shaders`)
- `pyTipRemoverShader` (class in `freestyle.shaders`)
- `pyTVertexRemoverShader` (class in `freestyle.shaders`)
- `pyTVertexThickenerShader` (class in `freestyle.shaders`)
- `pyUEqualsUP0D` (class in `freestyle.predicates`)
- `pyVertexNatureUP0D` (class in `freestyle.predicates`)
- `pyViewMapGradientNormBP1D` (class in `freestyle.predicates`)
- `pyViewMapGradientNormF0D` (class in `freestyle.functions`)
- `pyViewMapGradientNormF1D` (class in `freestyle.functions`)
- `pyViewMapGradientVectorF0D` (class in `freestyle.functions`)
- `pyZBP1D` (class in `freestyle.predicates`)
- `pyZDependingThicknessShader` (class in `freestyle.shaders`)
- `pyZDiscontinuityBP1D` (class in `freestyle.predicates`)
- `pyZSmallerUP1D` (class in `freestyle.predicates`)

## Q

- `qi (freestyle.types.ViewEdge attribute)`
- `qi_end ( bpy.types.FreestyleLineSet attribute)`
- `qi_start ( bpy.types.FreestyleLineSet attribute)`
- `quad_method ( bpy.types.GeometryNodeTriangulate attribute)`
  - `( bpy.types.TriangulateModifier attribute)`
- `quadratic_drag ( bpy.types.FieldSettings attribute)`
- `quadriflow_remesh() (in module bpy.ops.object)`
- `quads_convert_to_tris() (in module bpy.ops.mesh)`
- `quality ( bpy.types.ClothSettings attribute)`
  - `( bpy.types.CompositorNodeDenoise attribute)`
  - `( bpy.types.CompositorNodeGlare attribute)`
  - `( bpy.types.GlowStrip attribute)`
  - `( bpy.types.ImageFormatSettings attribute)`
  - `( bpy.types.MovieClipProxy attribute)`
  - `( bpy.types.MultiresModifier attribute)`
  - `( bpy.types.StripProxy attribute)`
  - `( bpy.types.SubsurfModifier attribute)`
- `QuantitativeInvisibilityF0D (class in freestyle.functions)`
- `QuantitativeInvisibilityF1D (class in freestyle.functions)`
- `QuantitativeInvisibilityRangeUP1D (class in freestyle.predicates)`
- `QuantitativeInvisibilityUP1D (class in freestyle.predicates)`
- `Quaternion (class in mathutils)`

## R

- `r (mathutils.Color attribute)`
- `radial_control() (in module bpy.ops.wm)`
- `radial_falloff ( bpy.types.FieldSettings attribute)`
- `radial_max ( bpy.types.FieldSettings attribute)`
- `radial_min ( bpy.types.FieldSettings attribute)`
- `radial_symmetry ( bpy.types.Sculpt attribute)`
  - `( bpy.types.VertexPaint attribute)`
- `radius ( bpy.types.BezierSplinePoint attribute)`
  - `( bpy.types.CastModifier attribute)`
  - `( bpy.types.CurvePoint attribute)`
  - `( bpy.types.GreasePencilDashModifierSegment attribute)`
  - `( bpy.types.GreasePencilTintModifier attribute)`
  - `( bpy.types.MeshSkinVertex attribute)`
  - `( bpy.types.MetaElement attribute)`
  - `( bpy.types.Point attribute)`
  - `( bpy.types.ShaderFxSwirl attribute)`
  - `( bpy.types.ShaderNodeTexPointDensity attribute)`
  - `( bpy.types.ShapeKeyBezierPoint attribute)`
  - `( bpy.types.ShapeKeyCurvePoint attribute)`
  - `( bpy.types.SplinePoint attribute)`
- `radius_interpolation ( bpy.types.Spline attribute)`
- `radius_max ( bpy.types.CurvePaintSettings attribute)`
- `radius_min ( bpy.types.CurvePaintSettings attribute)`
- `radius_offset ( bpy.types.GreasePencilLayer attribute)`
- `radius_scale ( bpy.types.ParticleSettings attribute)`
- `radius_set() (in module bpy.ops.curve)`
- `radius_taper_end ( bpy.types.CurvePaintSettings attribute)`
- `radius_taper_start ( bpy.types.CurvePaintSettings attribute)`
- `rake_factor ( bpy.types.Brush attribute)`
- `random() (in module mathutils.noise)`

- `Quaternion.conjugate() (in module mathutils)`
  - `Quaternion.conjugated() (in module mathutils)`
  - `Quaternion.copy() (in module mathutils)`
  - `Quaternion.freeze() (in module mathutils)`
  - `Quaternion.identity() (in module mathutils)`
  - `Quaternion.invert() (in module mathutils)`
  - `Quaternion.inverted() (in module mathutils)`
  - `Quaternion.negative() (in module mathutils)`
  - `Quaternion.normalize() (in module mathutils)`
  - `Quaternion.normalized() (in module mathutils)`
  - `Quaternion.rotation_difference() (in module mathutils)`
  - `Quaternion.slerp() (in module mathutils)`
  - `QuaternionAttribute (class in bpy.types)`
  - `QuaternionAttribute.data (in module bpy.types)`
  - `QuaternionAttributeValue (class in bpy.types)`
  - `quaternions_flip() (in module bpy.ops.pose)`
  - `queue_count ( bpy.types.BoidRuleFollowLeader attribute)`
  - `quick_explode() (in module bpy.ops.object)`
  - `quick_fur() (in module bpy.ops.object)`
  - `quick_liquid() (in module bpy.ops.object)`
  - `quick_smoke() (in module bpy.ops.object)`
  - `quit_blender() (in module bpy.ops.wm)`
- 
- `remove_all_vertices() (freestyle.types.Stroke method)`
  - `remove_curves() ( bpy.types.Curves method)`
  - `remove_doubles() (in module bmesh.ops)`
    - `(in module bpy.ops.mesh)`
    - `(in module bpy.ops.particle)`
    - `(in module bpy.ops.uv)`
  - `remove_gpencil_data() ( bpy.types.BlendDataMaterials method)`
  - `remove_render_slot() (in module bpy.ops.image)`
  - `remove_row_filter_rule() (in module bpy.ops.spreadsheet)`
  - `remove_strokes() ( bpy.types.GreasePencilDrawing method)`
  - `remove_target() (in module bpy.ops.constraint)`
  - `remove_target_shear ( bpy.types.CopyTransformsConstraint attribute)`
  - `remove_threshold ( bpy.types.VertexWeightEditModifier attribute)`
  - `remove_vertex() (freestyle.types.Stroke method)`
  - `RemoveProperty() (in module bpy.props)`
  - `rename() ( bpy.types.ID method)`
    - `(in module bpy.ops.file)`
    - `(in module bpy.ops.marker)`
  - `rename_channel() (in module bpy.ops.sequencer)`
  - `render() ( bpy.types.HydraRenderEngine method)`
    - `( bpy.types.RenderEngine method)`
    - `(in module bpy.ops.render)`
  - `render_aa ( bpy.types.SceneDisplay attribute)`
  - `render_border() (in module bpy.ops.image)`
    - `(in module bpy.ops.view3d)`
  - `render_border_max_x ( bpy.types.SpaceView3D attribute)`
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- `random_angle` (bpy.types.BrushTextureSlot attribute)
- `random_backbone` (bpy.types.LineStyleGeometryModifier\_Blueprint attribute)
- `random_center` (bpy.types.LineStyleGeometryModifier\_Blueprint attribute)
- `random_end_factor` (bpy.types.GreasePencilLengthModifier attribute)
- `random_hue_factor` (bpy.types.BrushGpencilSettings attribute)
- `random_mode` (bpy.types.GreasePencilNoiseModifier attribute)
- `random_offset` (bpy.types.GreasePencilArrayModifier attribute)
  - (bpy.types.GreasePencilLengthModifier attribute)
- `random_position` (bpy.types.ParticleInstanceModifier attribute)
- `random_pressure` (bpy.types.BrushGpencilSettings attribute)
- `random_radius` (bpy.types.LineStyleGeometryModifier\_Blueprint attribute)
- `random_rotation` (bpy.types.GreasePencilArrayModifier attribute)
  - (bpy.types.ParticleInstanceModifier attribute)
- `random_saturation_factor` (bpy.types.BrushGpencilSettings attribute)
- `random_scale` (bpy.types.GreasePencilArrayModifier attribute)
- `random_seed` (bpy.types.OceanModifier attribute)
- `random_start_factor` (bpy.types.GreasePencilLengthModifier attribute)
- `random_strength` (bpy.types.BrushGpencilSettings attribute)
- `random_unit_vector()` (in module mathutils.noise)
- `random_value_factor` (bpy.types.BrushGpencilSettings attribute)
- `random_vector()` (in module mathutils.noise)
- `randomize_transform()` (in module bpy.ops.object)
- `randomize_uv_transform()` (in module bpy.ops.uv)
- `range` (bpy.types.AnimVizMotionPaths attribute)
  - (bpy.types.BoidSettings attribute)
- `range()` (bpy.types.FCurve method)
- `Range()` (mathutils.Vector class method)
- `range_max` (bpy.types.LineStyleAlphaModifier\_DistanceFromCamera attribute)
  - (bpy.types.LineStyleAlphaModifier\_DistanceFromObject attribute)
  - (bpy.types.LineStyleColorModifier\_DistanceFromCamera attribute)
  - (bpy.types.LineStyleColorModifier\_DistanceFromObject attribute)
  - (bpy.types.LineStyleThicknessModifier\_DistanceFromCamera attribute)
  - (bpy.types.LineStyleThicknessModifier\_DistanceFromObject attribute)
- `range_min` (bpy.types.LineStyleAlphaModifier\_DistanceFromCamera attribute)
  - (bpy.types.LineStyleAlphaModifier\_DistanceFromObject attribute)
  - (bpy.types.LineStyleColorModifier\_DistanceFromCamera attribute)
  - (bpy.types.LineStyleColorModifier\_DistanceFromObject attribute)
  - (bpy.types.LineStyleThicknessModifier\_DistanceFromCamera attribute)
  - (bpy.types.LineStyleThicknessModifier\_DistanceFromObject attribute)
- `rate` (aud.Device attribute)
  - (aud.Sequence attribute)
  - (bpy.types.Brush attribute)
- `RATE_11025` (in module aud)
- `RATE_16000` (in module aud)
- `RATE_192000` (in module aud)
- `RATE_22050` (in module aud)
- `RATE_32000` (in module aud)
- `RATE_44100` (in module aud)
- `RATE_48000` (in module aud)
- `RATE_8000` (in module aud)
- `RATE_88200` (in module aud)
- `RATE_96000` (in module aud)
- `RATE_INVALID` (in module aud)
- `ratio` (bpy.types.CompositorNodeColorSpill attribute)
  - (bpy.types.DecimateModifier attribute)
- `ray_cast()` (bpy.types.Object method)
- `render_border_min_x` (bpy.types.SpaceView3D attribute)
- `render_border_min_y` (bpy.types.SpaceView3D attribute)
- `render_cache_directory` (bpy.types.PreferencesFilePaths attribute)
- `render_cancel` (in module bpy.app.handlers)
- `render_changed()` (in module bpy.ops.node)
- `render_color_index` (bpy.types.AttributeGroupMesh attribute)
- `render_complete` (in module bpy.app.handlers)
- `render_display_type` (bpy.types.PreferencesView attribute)
- `render_frame_finish()` (bpy.types.RenderEngine method)
- `render_icon_size` (in module bpy.app)
- `render_init` (in module bpy.app.handlers)
- `render_levels` (bpy.types.MultiresModifier attribute)
  - (bpy.types.SubsurfModifier attribute)
- `render_output_directory` (bpy.types.PreferencesFilePaths attribute)
- `render_pass` (bpy.types.View3DShading attribute)
- `render_post` (in module bpy.app.handlers)
- `render_pre` (in module bpy.app.handlers)
- `render_preview_size` (in module bpy.app)
- `render_resolution` (bpy.types.MetaBall attribute)
- `render_resolution_u` (bpy.types.Curve attribute)
- `render_resolution_v` (bpy.types.Curve attribute)
- `render_stats` (in module bpy.app.handlers)
- `render_step` (bpy.types.ParticleSettings attribute)
- `render_steps` (bpy.types.ScrewModifier attribute)
- `render_type` (bpy.types.ParticleSettings attribute)
- `RENDER_UL_renderviews` (class in bpy.types)
- `render_view_add()` (in module bpy.ops.scene)
- `render_view_remove()` (in module bpy.ops.scene)
- `render_write` (in module bpy.app.handlers)
- `rendered_child_count` (bpy.types.ParticleSettings attribute)
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- show\_object\_viewport\_armature (bpy.types.SpaceView3D attribute)
  - (bpy.types.XrSessionSettings attribute)
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  - (bpy.types.XrSessionSettings attribute)
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- use\_rotate\_45 (bpy.types.CompositorNodeGlare attribute)
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- use\_rotation\_instance (bpy.types.ParticleSettings attribute)
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  - (bpy.types.GeometryNodeGizmoTransform attribute)
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  - (bpy.types.GeometryNodeGizmoTransform attribute)
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## W

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- `wander` (`bpy.types.BoidRuleAverageSpeed` attribute)
- `warning_propagation` (`bpy.types.Node` attribute)
- `warning_type` (`bpy.types.GeometryNodeWarning` attribute)
- `WarpModifier` (class in `bpy.types`)
- `WarpModifier.falloff_curve` (in module `bpy.types`)
- `wave_alignment` (`bpy.types.OceanModifier` attribute)
- `wave_clamp` (`bpy.types.DynamicPaintBrushSettings` attribute)
- `wave_damping` (`bpy.types.DynamicPaintSurface` attribute)
- `wave_direction` (`bpy.types.OceanModifier` attribute)
- `wave_factor` (`bpy.types.DynamicPaintBrushSettings` attribute)
- `wave_profile` (`bpy.types.ShaderNodeTexWave` attribute)
- `wave_scale` (`bpy.types.OceanModifier` attribute)
- `wave_scale_min` (`bpy.types.OceanModifier` attribute)
- `wave_smoothness` (`bpy.types.DynamicPaintSurface` attribute)
- `wave_speed` (`bpy.types.DynamicPaintSurface` attribute)
- `wave_spring` (`bpy.types.DynamicPaintSurface` attribute)
- `wave_timescale` (`bpy.types.DynamicPaintSurface` attribute)
- `wave_type` (`bpy.types.DynamicPaintBrushSettings` attribute)
  - (`bpy.types.ShaderNodeTexWave` attribute)
- `waveform_alpha` (`bpy.types.Scopes` attribute)
- `waveform_display_style` (`bpy.types.SequencerTimelineOverlay` attribute)
- `waveform_display_type` (`bpy.types.SequencerTimelineOverlay` attribute)
- `waveform_mode` (`bpy.types.Scopes` attribute)
- `wavelength` (`bpy.types.LineStyleGeometryModifier_SinusDisplacement` attribute)
- `WaveModifier` (class in `bpy.types`)
- `weight` (`bpy.types.Brush` attribute)
  - (`bpy.types.ConstraintTargetBone` attribute)
  - (`bpy.types.KinematicConstraint` attribute)
  - (`bpy.types.MaskSplinePoint` attribute)
  - (`bpy.types.MaskSplinePointUW` attribute)
  - (`bpy.types.MovieTrackingTrack` attribute)
  - (`bpy.types.PaletteColor` attribute)
  - (`bpy.types.ParticleHairKey` attribute)
  - (`bpy.types.SplinePoint` attribute)
  - (`bpy.types.UnifiedPaintSettings` attribute)
  - (`bpy.types.VertexGroupElement` attribute)
  - (`bpy.types.WeightedNormalModifier` attribute)
- `weight()` (`bpy.types.VertexGroup` method)
- `weight_1` (`bpy.types.VoronoiTexture` attribute)
- `weight_2` (`bpy.types.VoronoiTexture` attribute)
- `weight_3` (`bpy.types.VoronoiTexture` attribute)
- `weight_4` (`bpy.types.VoronoiTexture` attribute)
- `weight_brush_stroke()` (in module `bpy.ops.grease_pencil`)

- `WithinImageBoundaryUP1D` (class in `freestyle.predicates`)
- `wmOwnerID` (class in `bpy.types`)
- `wmOwnerIDs` (class in `bpy.types`)
- `wmTools` (class in `bpy.types`)
- `wood_type` (`bpy.types.WoodTexture` attribute)
- `WoodTexture` (class in `bpy.types`)
- `WoodTexture.users_material` (in module `bpy.types`)
- `WoodTexture.users_object_modifier` (in module `bpy.types`)
- `WORD_WRAP` (in module `blf`)
- `word_wrap()` (in module `blf`)
- `workspace` (`bpy.types.Window` attribute)
- `WorkSpace` (class in `bpy.types`)
- `workspace` (in module `bpy.context`)
- `WorkSpace.owner_ids` (in module `bpy.types`)
- `WorkSpace.screens` (in module `bpy.types`)
- `WorkSpace.tools` (in module `bpy.types`)
- `workspace_cycle()` (in module `bpy.ops.screen`)
- `workspace_tool_type` (`bpy.types.ToolSettings` attribute)
- `WORKSPACE_UL_addons_items` (class in `bpy.types`)
- `WorkSpaceTool` (class in `bpy.types`)
- `WorkSpaceTool.brush_type` (in module `bpy.types`)
- `WorkSpaceTool.has_datablock` (in module `bpy.types`)
- `WorkSpaceTool.index` (in module `bpy.types`)
- `WorkSpaceTool.mode` (in module `bpy.types`)
- `WorkSpaceTool.space_type` (in module `bpy.types`)
- `WorkSpaceTool.use_brushes` (in module `bpy.types`)
- `WorkSpaceTool.use_paint_canvas` (in module `bpy.types`)
- `WorkSpaceTool.widget` (in module `bpy.types`)
- `world` (`bpy.types.Scene` attribute)
- `World` (class in `bpy.types`)
- `world` (in module `bpy.context`)
- `World.animation_data` (in module `bpy.types`)
- `World.cycles` (in module `bpy.types`)
- `World.cycles_visibility` (in module `bpy.types`)
- `World.light_settings` (in module `bpy.types`)
- `World.mist_settings` (in module `bpy.types`)
- `World.node_tree` (in module `bpy.types`)
- `world_add()` (in module `bpy.ops.rigidbody`)
- `world_override` (`bpy.types.ViewLayer` attribute)
- `world_remove()` (in module `bpy.ops.rigidbody`)
- `world_to_camera_view()` (in module `bpy_extras.object_utils`)
- `WorldLighting` (class in `bpy.types`)
- `WorldMistSettings` (class in `bpy.types`)
- `wrap_axis` (`bpy.types.CompositorNodeTranslate` attribute)
- `wrap_method` (`bpy.types.GreasePencilShrinkwrapModifier` attribute)
  - (`bpy.types.ShrinkwrapModifier` attribute)
- `wrap_mode` (`bpy.types.GreasePencilShrinkwrapModifier` attribute)
  - (`bpy.types.ShrinkwrapConstraint` attribute)

- `weight_from_bones()` (in module `bpy.ops.paint`)
- `weight_gradient()` (in module `bpy.ops.paint`)
- `weight_interpolation` (`bpy.types.MaskSpline` attribute)
- `weight_invert()` (in module `bpy.ops.grease_pencil`)
- `weight_paint()` (in module `bpy.ops.paint`)
- `weight_paint_mode_opacity` (`bpy.types.View3DOverlay` attribute)
- `weight_paint_object` (in module `bpy.context`)
- `weight_paint_toggle()` (in module `bpy.ops.paint`)
- `weight_sample()` (in module `bpy.ops.grease_pencil`)
  - (in module `bpy.ops.paint`)
- `weight_sample_group()` (in module `bpy.ops.paint`)
- `weight_set()` (in module `bpy.ops.paint`)
  - (in module `bpy.ops.particle`)
- `weight_softbody` (`bpy.types.BezierSplinePoint` attribute)
  - (`bpy.types.LatticePoint` attribute)
  - (`bpy.types.SplinePoint` attribute)
- `weight_stab` (`bpy.types.MovieTrackingTrack` attribute)
- `weight_toggle_direction()` (in module `bpy.ops.grease_pencil`)
- `weight_tool` (`bpy.types.Brush` attribute)
- `WeightedNormalModifier` (class in `bpy.types`)
- `weightmode_toggle()` (in module `bpy.ops.grease_pencil`)
- `weld()` (in module `bpy.ops.uv`)
- `weld_verts()` (in module `bmesh.ops`)
- `WeldModifier` (class in `bpy.types`)
- `wet_mix` (`bpy.types.Brush` attribute)
- `wet_paint_radius_factor` (`bpy.types.Brush` attribute)
- `wet_persistence` (`bpy.types.Brush` attribute)
- `white_balance_temperature` (`bpy.types.ColorManagedViewSettings` attribute)
- `white_balance_tint` (`bpy.types.ColorManagedViewSettings` attribute)
- `white_balance_whitепoint` (`bpy.types.ColorManagedViewSettings` attribute)
- `white_level` (`bpy.types.CurveMapping` attribute)
- `white_value` (`bpy.types.WhiteBalanceModifier` attribute)
- `WhiteBalanceModifier` (class in `bpy.types`)
- `widget_emboss` (`bpy.types.ThemeUserInterface` attribute)
- `widget_text_cursor` (`bpy.types.ThemeUserInterface` attribute)
- `width` (`bpy.types.BakeSettings` attribute)
  - (`bpy.types.BevelModifier` attribute)
  - (`bpy.types.Node` attribute)
  - (`bpy.types.TextBox` attribute)
  - (`bpy.types.WaveModifier` attribute)
  - (`gpu.types.GPUOffScreen` attribute)
  - (`gpu.types.GPUTexture` attribute)
- `width_pct` (`bpy.types.BevelModifier` attribute)
- `wind` (`bpy.types.EffectorWeights` attribute)
- `wind_factor` (`bpy.types.FieldSettings` attribute)
- `wind_velocity` (`bpy.types.OceanModifier` attribute)
- `Window` (class in `bpy.types`)
- `window` (in module `bpy.context`)
- `Window.height` (in module `bpy.types`)
- `Window.modal_operators` (in module `bpy.types`)
- `Window.parent` (in module `bpy.types`)
- `Window.stereo_3d_display` (in module `bpy.types`)
- `Window.width` (in module `bpy.types`)
- `Window.x` (in module `bpy.types`)
- `Window.y` (in module `bpy.types`)
- `window_close()` (in module `bpy.ops.wm`)
  - (`bpy.types.ShrinkwrapModifier` attribute)
- `wrap_width` (`bpy.types.TextStrip` attribute)
- `write()` (`aud.Sound` method)
  - (`bpy.types.BlendDataLibraries` method)
  - (`bpy.types.Text` method)
  - (in module `imbuf`)
- `ww` (`mathutils.Vector` attribute)
- `www` (`mathutils.Vector` attribute)
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- `wwy` (`mathutils.Vector` attribute)
- `wwyw` (`mathutils.Vector` attribute)
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- `wwzz` (`mathutils.Vector` attribute)
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- `wxzz` (`mathutils.Vector` attribute)
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- `wwy` (`mathutils.Vector` attribute)
- `wywz` (`mathutils.Vector` attribute)
- `wyx` (`mathutils.Vector` attribute)
- `wyxw` (`mathutils.Vector` attribute)

- `windowFullscreen_toggle()` (in module `bpy.ops.wm`)
- `window_manager` (in module `bpy.context`)
- `window_new()` (in module `bpy.ops.wm`)
- `window_new_main()` (in module `bpy.ops.wm`)
- `window_sliders` (`bpy.types.ThemeGraphEditor` attribute)
  - (`bpy.types.ThemeSequenceEditor` attribute)
- `WindowManager` (class in `bpy.types`)
- `WindowManager.addon_tags` (in module `bpy.types`)
- `WindowManager.asset_path_dummy` (in module `bpy.types`)
- `WindowManager.extension_tags` (in module `bpy.types`)
- `WindowManager.is_interface_locked` (in module `bpy.types`)
- `WindowManager.keyconfigs` (in module `bpy.types`)
- `WindowManager.operators` (in module `bpy.types`)
- `WindowManager.windows` (in module `bpy.types`)
- `WindowManager.xr_session_settings` (in module `bpy.types`)
- `WindowManager.xr_session_state` (in module `bpy.types`)
- `WipeStrip` (class in `bpy.types`)
- `WipeStrip.input_count` (in module `bpy.types`)
- `wire` (`bpy.types.ThemeNodeEditor` attribute)
  - (`bpy.types.ThemeView3D` attribute)
- `wire_edit` (`bpy.types.ThemeImageEditor` attribute)
  - (`bpy.types.ThemeView3D` attribute)
- `wire_inner` (`bpy.types.ThemeNodeEditor` attribute)
- `wire_select` (`bpy.types.ThemeNodeEditor` attribute)
- `wireframe()` (in module `bmesh.ops`)
  - (in module `bpy.ops.mesh`)
- `wireframe_color_type` (`bpy.types.View3DShading` attribute)
- `wireframe_detail` (`bpy.types.VolumeDisplay` attribute)
- `wireframe_opacity` (`bpy.types.View3DOOverlay` attribute)
- `wireframe_threshold` (`bpy.types.View3DOOverlay` attribute)
- `wireframe_type` (`bpy.types.VolumeDisplay` attribute)
- `WireframeModifier` (class in `bpy.types`)

- `wyxx` (`mathutils.Vector` attribute)
- `wyxy` (`mathutils.Vector` attribute)
- `wyxz` (`mathutils.Vector` attribute)
- `wyy` (`mathutils.Vector` attribute)
- `wyyw` (`mathutils.Vector` attribute)
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- `wzyz` (`mathutils.Vector` attribute)
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- `wzzw` (`mathutils.Vector` attribute)
- `wzxx` (`mathutils.Vector` attribute)
- `wzzy` (`mathutils.Vector` attribute)
- `wzzz` (`mathutils.Vector` attribute)

## X

- `x` (`bpy.types.CompositorNodeBoxMask` attribute)
  - (`bpy.types.CompositorNodeEllipseMask` attribute)
  - (`bpy.types.LineStyleGeometryModifier_2DOffset` attribute)
  - (`bpy.types.TextBox` attribute)
  - (`mathutils.Euler` attribute)
  - (`mathutils.Quaternion` attribute)
  - (`mathutils.Vector` attribute)
- `x_tilt` (`bpy.types.OperatorStrokeElement` attribute)
- `xr_navigation_fly()` (in module `bpy.ops.wm`)
- `xr_navigation_grab()` (in module `bpy.ops.wm`)
- `xr_navigation_reset()` (in module `bpy.ops.wm`)
- `xr_navigation_teleport()` (in module `bpy.ops.wm`)
- `xr_session_start_pre` (in module `bpy.app.handlers`)
- `xr_session_toggle()` (in module `bpy.ops.wm`)
- `XrActionMap` (class in `bpy.types`)
- `XrActionMap.actionmap_items` (in module `bpy.types`)
- `XrActionMapBinding` (class in `bpy.types`)
- `XrActionMapBinding.component_paths` (in module `bpy.types`)
- `XrActionMapBindings` (class in `bpy.types`)
- `XrActionMapItem` (class in `bpy.types`)
- `XrActionMapItem.bindings` (in module `bpy.types`)

- `xwyz` (`mathutils.Vector` attribute)
- `xwz` (`mathutils.Vector` attribute)
- `xwzw` (`mathutils.Vector` attribute)
- `xwzx` (`mathutils.Vector` attribute)
- `xwzy` (`mathutils.Vector` attribute)
- `xwzz` (`mathutils.Vector` attribute)
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- `xxwz` (`mathutils.Vector` attribute)
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- `xxyw` (`mathutils.Vector` attribute)
- `xxyx` (`mathutils.Vector` attribute)
- `xxxx` (`mathutils.Vector` attribute)

- [XrActionMapItem](#) (in module bpy.types)
  - [op\\_name](#) (in module bpy.types)
  - [op\\_properties](#) (in module bpy.types)
  - [user\\_paths](#) (in module bpy.types)
- [XrActionMapItems](#) (class in bpy.types)
- [XrActionMaps](#) (class in bpy.types)
- [xray\\_alpha](#) (bpy.types.View3DShading attribute)
- [xray\\_alpha\\_bone](#) (bpy.types.View3DOOverlay attribute)
- [xray\\_alpha\\_wireframe](#) (bpy.types.View3DShading attribute)
- [XrComponentPath](#) (class in bpy.types)
- [XrComponentPaths](#) (class in bpy.types)
- [XrEventData](#) (class in bpy.types)
- [XrEventData.action](#) (in module bpy.types)
- [XrEventData.action\\_set](#) (in module bpy.types)
- [XrEventData.bimanual](#) (in module bpy.types)
- [XrEventData.controller\\_location](#) (in module bpy.types)
- [XrEventData.controller\\_location\\_other](#) (in module bpy.types)
- [XrEventData.controller\\_rotation](#) (in module bpy.types)
- [XrEventData.controller\\_rotation\\_other](#) (in module bpy.types)
- [XrEventData.float\\_threshold](#) (in module bpy.types)
- [XrEventData.state](#) (in module bpy.types)
- [XrEventData.state\\_other](#) (in module bpy.types)
- [XrEventData.type](#) (in module bpy.types)
- [XrEventData.user\\_path](#) (in module bpy.types)
- [XrEventData.user\\_path\\_other](#) (in module bpy.types)
- [XrSessionSettings](#) (class in bpy.types)
- [XrSessionSettings.icon\\_from\\_show\\_object\\_viewport](#) (in module bpy.types)
- [XrSessionSettings.shading](#) (in module bpy.types)
- [XrSessionState](#) (class in bpy.types)
- [XrSessionState.actionmaps](#) (in module bpy.types)
- [XrSessionState.viewer\\_pose\\_location](#) (in module bpy.types)
- [XrSessionState.viewer\\_pose\\_rotation](#) (in module bpy.types)
- [XrUserPath](#) (class in bpy.types)
- [XrUserPaths](#) (class in bpy.types)
- [xw](#) (mathutils.Vector attribute)
- [xww](#) (mathutils.Vector attribute)
- [xwww](#) (mathutils.Vector attribute)
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- [xyyz](#) (mathutils.Vector attribute)
- [xyz](#) (mathutils.Vector attribute)
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- [xyzx](#) (mathutils.Vector attribute)
- [xyzy](#) (mathutils.Vector attribute)
- [xyzz](#) (mathutils.Vector attribute)
- [xz](#) (mathutils.Vector attribute)
- [xz\\_scale\\_mode](#) (bpy.types.SplineIKConstraint attribute)
- [xzw](#) (mathutils.Vector attribute)
- [xzww](#) (mathutils.Vector attribute)
- [xzxw](#) (mathutils.Vector attribute)
- [xzyw](#) (mathutils.Vector attribute)
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- [xzyy](#) (mathutils.Vector attribute)
- [xzyz](#) (mathutils.Vector attribute)
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- [xzyw](#) (mathutils.Vector attribute)
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- [xzyz](#) (mathutils.Vector attribute)
- [xzz](#) (mathutils.Vector attribute)
- [xzzw](#) (mathutils.Vector attribute)
- [xzxz](#) (mathutils.Vector attribute)
- [xzzy](#) (mathutils.Vector attribute)
- [xzzz](#) (mathutils.Vector attribute)

## Y

- [y](#) (bpy.types.CompositorNodeBoxMask attribute)
  - [\(bpy.types.CompositorNodeEllipseMask attribute\)](#)
  - [\(bpy.types.LineStyleGeometryModifier\\_2DOffset attribute\)](#)
  - [\(bpy.types.TextBox attribute\)](#)
  - [\(mathutils.Euler attribute\)](#)
  - [\(mathutils.Vector attribute\)](#)
- [yxyz](#) (mathutils.Vector attribute)
- [yxz](#) (mathutils.Vector attribute)
- [yxzw](#) (mathutils.Vector attribute)
- [yxzx](#) (mathutils.Vector attribute)
- [vxzw](#) (mathutils.Vector attribute)

- (mathutils.Quaternion attribute)
- (mathutils.Vector attribute)
- `y_scale_mode` (bpy.types.SplineIKConstraint attribute)
- `y_tilt` (bpy.types.OperatorStrokeElement attribute)
- `ycc_mode` (bpy.types.CompositorNodeCombineColor attribute)
  - (bpy.types.CompositorNodeSeparateColor attribute)
- `yield_ratio` (bpy.types.SPHFluidSettings attribute)
- `yw` (mathutils.Vector attribute)
- `yww` (mathutils.Vector attribute)
- `ywww` (mathutils.Vector attribute)
- `ywx` (mathutils.Vector attribute)
- `ywxw` (mathutils.Vector attribute)
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- `ywyy` (mathutils.Vector attribute)
- `ywyz` (mathutils.Vector attribute)
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- `ywzw` (mathutils.Vector attribute)
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- `ywzy` (mathutils.Vector attribute)
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- `yxwy` (mathutils.Vector attribute)
- `yxwz` (mathutils.Vector attribute)
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- `yxxz` (mathutils.Vector attribute)
- `yxy` (mathutils.Vector attribute)
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- `yxyx` (mathutils.Vector attribute)
- `yxyy` (mathutils.Vector attribute)

- (mathutils.Vector attribute)
- `yxzz` (mathutils.Vector attribute)
- `yy` (mathutils.Vector attribute)
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- [dynamic\\_paint](#) (in module bpy.context)
- [dynamic\\_topology\\_toggle\(\)](#) (in module bpy.ops.sculpt)
- [DynamicMusic](#) (class in aud)
- [DynamicPaintBrushSettings](#) (class in bpy.types)
- [DynamicPaintBrushSettings.paint\\_ramp](#) (in module bpy.types)
- [DynamicPaintBrushSettings.velocity\\_ramp](#) (in module bpy.types)
- [DynamicPaintCanvasSettings](#) (class in bpy.types)
- [DynamicPaintCanvasSettings.canvas\\_surfaces](#) (in module bpy.types)
- [DynamicPaintModifier](#) (class in bpy.types)
- [DynamicPaintModifier.brush\\_settings](#) (in module bpy.types)
- [DynamicPaintModifier.canvas\\_settings](#) (in module bpy.types)
- [DynamicPaintSurface](#) (class in bpy.types)
- [DynamicPaintSurface.effector\\_weights](#) (in module bpy.types)
- [DynamicPaintSurface.is\\_cache\\_user](#) (in module bpy.types)
- [DynamicPaintSurface.point\\_cache](#) (in module bpy.types)
- [DynamicPaintSurfaces](#) (class in bpy.types)
- [DynamicPaintSurfaces.active](#) (in module bpy.types)
- [dyntopo\\_detail\\_size\\_edit\(\)](#) (in module bpy.ops.sculpt)