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SceneHydra(bpy_struct)

base class — [bpy_struct](#)

class `bpy.types.SceneHydra(bpy_struct)`

Scene Hydra render engine settings

export_method

How to export the Blender scene to the Hydra render engine

- `HYDRA` Hydra – Fast interactive editing through native Hydra integration.
- `USD` USD – Export scene through USD file, for accurate comparison with USD file export.

TYPE:

enum in [`'HYDRA'`, `'USD'`], default `'HYDRA'`

classmethod `bl_rna_get_subclass(id, default=None)`

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The RNA type or default when not found.

RETURN TYPE:

[bpy.types.Struct](#) subclass

classmethod `bl_rna_get_subclass_py(id, default=None)`

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The class or default when not found.

RETURN TYPE:

type

Inherited Properties

- [bpy_struct.id_data](#)

Inherited Functions

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

- [bpy_struct.is_property_set](#)
- [bpy_struct.values](#)

References

- [Scene.hydra](#)

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