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  - ${\tt \circ} \quad (bpy.types.LineStyleThicknessModifier\_CreaseAngle\ attribute)\\$
  - ${\color{gray} \bullet} \ \ (bpy.types.LineStyleThicknessModifier\_Curvature\_3D\ attribute) \\$
  - ${\color{gray}\bullet} \quad (bpy.types.LineStyleThicknessModifier\_DistanceFromCamera\ attribute)\\$
  - $\circ \ (bpy.types.LineStyleThicknessModifier\_DistanceFromObject\ attribute) \\$
  - ${\color{gray} \circ} \ \ (bpy.types.LineStyleThicknessModifier\_Material\ attribute) \\$
  - (bpy.types.LineStyleThicknessModifier\_Noise attribute)
  - (bpy.types.LineStyleThicknessModifier\_Tangent attribute)
  - (bpy.types.NlaStrip attribute)
- influence distance (bpy.types.LightProbe attribute)
- influence\_location (bpy.types.MovieTrackingStabilization attribute)
- influence rotation (bnv.tvnes.MovieTrackingStabilization attribute)

- (bpy.types.GreasePencilSmoothModifier attribute)
- (bpy.types.GreasePencilSubdivModifier attribute)
- (bpy.types.GreasePencilTextureModifier attribute)
- (bpy.types.GreasePencilThickModifierData attribute)
- (bpy.types.GreasePencilTimeModifier attribute)
- (bpy.types.GreasePencilTintModifier attribute)
- (bpy.types.GreasePencilWeightAngleModifier attribute)
- ${\color{gray}\bullet} \quad (bpy.types.Grease Pencil Weight Proximity Modifier\ attribut$
- invert lift (bpy.types.StripColorBalanceData attribute)
- invert\_mask\_vertex\_group (bpy.types.VertexWeightEditMoattribute)
  - (bpy.types.VertexWeightMixModifier attribute)
  - (bpy.types.VertexWeightProximityModifier attribute)
- invert\_material\_filter (bpy.types.GreasePencilArrayModifier attribute)
  - (bpy.types.GreasePencilBuildModifier attribute)
  - (bpy.types.GreasePencilColorModifier attribute)
  - (bpy.types.GreasePencilDashModifierData attribute)
  - (bpy.types.GreasePencilEnvelopeModifier attribute)
  - (bpy.types.GreasePencilHookModifier attribute)
  - (bpy.types.GreasePencilLatticeModifier attribute)
  - (bpy.types.GreasePencilLengthModifier attribute)
  - (bpy.types.GreasePencilMirrorModifier attribute)
  - (bpy.types.GreasePencilMultiplyModifier attribute)
  - (bpy.types.GreasePencilNoiseModifier attribute)
  - (bpy.types.GreasePencilOffsetModifier attribute)
  - (bpy.types.GreasePencilOpacityModifier attribute)
  - (bpy.types.GreasePencilOutlineModifier attribute) (bpy.types.GreasePencilShrinkwrapModifier attribute)
  - (bpy.types.GreasePencilSimplifyModifier attribute)
  - (bpy.types.GreasePencilSmoothModifier attribute)
  - (bpy.types.GreasePencilSubdivModifier attribute)
  - (bpy.types.GreasePencilTextureModifier attribute)
  - (bpy.types.GreasePencilThickModifierData attribute)
  - (bpy.types.GreasePencilTintModifier attribute)
  - (bpy.types.GreasePencilWeightAngleModifier attribute)
  - (bpy.types.GreasePencilWeightProximityModifier attribut
- invert\_material\_pass\_filter (bpy.types.GreasePencilArrayMo attribute)
  - (bpy.types.GreasePencilBuildModifier attribute)
  - (bpy.types.GreasePencilColorModifier attribute)
  - (bpy.types.GreasePencilDashModifierData attribute)
  - (bpy.types.GreasePencilEnvelopeModifier attribute)
  - (bpy.types.GreasePencilHookModifier attribute)
  - (bpy.types.GreasePencilLatticeModifier attribute)
  - (bpy.types.GreasePencilLengthModifier attribute)
  - (bpy.types.GreasePencilMirrorModifier attribute) (bpy.types.GreasePencilMultiplyModifier attribute)
  - (bpy.types.GreasePencilNoiseModifier attribute)
  - (bpy.types.GreasePencilOffsetModifier attribute)
  - (bpy.types.GreasePencilOpacityModifier attribute)
  - (bpy.types.GreasePencilOutlineModifier attribute)
  - (bpy.types.GreasePencilShrinkwrapModifier attribute)
  - (bpy.types.GreasePencilSimplifyModifier attribute)
  - (bpy.types.GreasePencilSmoothModifier attribute)
  - (bpy.types.GreasePencilSubdivModifier attribute) (bnv.types.GreasePencilTextureModifier attribute)

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- influence scale (bpy.types.MovieTrackingStabilization attribute)
- influence type (bpy.types.LightProbeSphere attribute)
- info (bpy.types.GPencilLayer attribute)
- info debug (bpy.types.ThemeInfo attribute)
- info debug text (bpy.types.ThemeInfo attribute)
- info error (bpy.types.ThemeInfo attribute)
- info\_error\_text (bpy.types.ThemeInfo attribute)
- info info (bpy.types.ThemeInfo attribute)
- info info text (bpy.types.ThemeInfo attribute)
- info\_log\_show() (in module bpy.ops.screen)
- info operator (bpy.types.ThemeInfo attribute)
- info operator text (bpy.types.ThemeInfo attribute)
- info property (bpy.types.ThemeInfo attribute)
- info\_property\_text (bpy.types.ThemeInfo attribute)
- info\_selected (bpy.types.ThemeInfo attribute)
- info selected text (bpy.types.ThemeInfo attribute)
- info\_warning (bpy.types.ThemeInfo attribute)
- info\_warning\_text (bpy.types.ThemeInfo attribute)
- inherit scale (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
- init() (bpy.types.Node method)
  - (freestyle.chainingiterators.pyChainSilhouetteGenericIterator method)
  - (freestyle.chainingiterators.pyChainSilhouetteIterator method)
  - (freestyle.chainingiterators.pyExternalContourChainingIterator method)
  - (freestyle.chainingiterators.pyFillOcclusionsAbsoluteAndRelativeChainingIterator method)
  - (freestyle.chainingiterators.pyFillOcclusionsAbsoluteChainingIterator method)
  - (freestyle.chainingiterators.pyFillOcclusionsRelativeChainingIterator method)
  - (freestyle.chainingiterators.pyFillQi0AbsoluteAndRelativeChainingIterator method)
  - (freestyle.chainingiterators.pyNoIdChainSilhouetteIterator method)
  - (freestyle.chainingiterators.pySketchyChainingIterator method)
  - (freestyle.chainingiterators.pySketchyChainSilhouetteIterator method)
  - (freestyle.types.ChainingIterator method)
- init color (bpy.types.DynamicPaintSurface attribute)
- init\_color\_type (bpy.types.DynamicPaintSurface attribute)
- init layername (bpy.types.DynamicPaintSurface attribute)
- init\_socket() (bpy.types.NodeTreeInterfaceSocket method)
  - (bpy.types.NodeTreeInterfaceSocketBool method)
  - (bpy.types.NodeTreeInterfaceSocketCollection method)
  - (bpy.types.NodeTreeInterfaceSocketColor method)
  - (bpy.types.NodeTreeInterfaceSocketFloat method)
  - (bpy.types.NodeTreeInterfaceSocketFloatAngle method)
  - (bpy.types.NodeTreeInterfaceSocketFloatColorTemperature method)
  - (bpy.types.NodeTreeInterfaceSocketFloatDistance method)
  - (bpy.types.NodeTreeInterfaceSocketFloatFactor method)
  - ${\color{gray} \circ} \ \ (bpy.types.NodeTreeInterfaceSocketFloatFrequency\,method) \\$
  - (bpy.types.NodeTreeInterfaceSocketFloatPercentage method)
  - (bpy.types.NodeTreeInterfaceSocketFloatTime method)
  - (bpy.types.NodeTreeInterfaceSocketFloatTimeAbsolute method)
  - ${\color{gray} \circ} \ \ (bpy.types.NodeTreeInterfaceSocketFloatUnsigned\ method) \\$
  - (bpy.types.NodeTreeInterfaceSocketFloatWavelength method)
  - $\circ \quad (bpy.types.NodeTreeInterfaceSocketGeometry\ method)\\$
  - (bpy.types.NodeTreeInterfaceSocketImage method)
  - (bpy.types.NodeTreeInterfaceSocketInt method)
  - $\verb| o | (bpy.types.NodeTreeInterfaceSocketIntFactor method) \\$

- (bpy.types.GreasePencilThickModifierData attribute)
- (bpy.types.GreasePencilTintModifier attribute)
- (bpy.types.GreasePencilWeightAngleModifier attribute)
- (bpy.types.GreasePencilWeightProximityModifier attribut
- invert\_mouse\_zoom(bpy.types.PreferencesInput attribute)
- invert\_offset (bpy.types.StripColorBalanceData attribute)
- invert\_power (bpy.types.StripColorBalanceData attribute)
- invert\_proximity (bpy.types.DynamicPaintBrushSettings attril
- invert rgb (bpy.types.CompositorNodeInvert attribute)
- invert safe() (mathutils.Matrix method)
- invert\_slope (bpy.types.StripColorBalanceData attribute)
- invert\_source\_vertex\_group
  (bpy.types.GreasePencilLineartModifier attribute)
- invert\_spray (bpy.types.OceanModifier attribute)
- invert\_stencil (bpy.types.ImagePaint attribute)
- invert to scrape fill (bpy.types.Brush attribute)
- invert vertex group (bpy.types.ArmatureModifier attribute)
  - (bpy.types.BevelModifier attribute)
  - (bpy.types.CastModifier attribute)
  - (bpy.types.CorrectiveSmoothModifier attribute)
  - (bpy.types.CurveModifier attribute)
  - (bpy.types.DataTransferModifier attribute)
  - (bpy.types.DecimateModifier attribute)
  - (bpy.types.DisplaceModifier attribute)
  - (bpy.types.ExplodeModifier attribute)
  - (bpy.types.GreasePencilArmatureModifier attribute)
  - (bpy.types.GreasePencilEnvelopeModifier attribute)
  - (bpy.types.GreasePencilHookModifier attribute)
- (bpy.types.GreasePencilLatticeModifier attribute)
- (bpy.types.GreasePencilNoiseModifier attribute)
- (bpy.types.GreasePencilOffsetModifier attribute) (bpy.types.GreasePencilOpacityModifier attribute)
- (bpy.types.GreasePencilShrinkwrapModifier attribute)
- (bpy.types.GreasePencilSimplifyModifier attribute)
- (bpy.types.GreasePencilSmoothModifier attribute)
- (bpy.types.GreasePencilThickModifierData attribute)
- (bpy.types.GreasePencilTintModifier attribute)
- (bpy.types.GreasePencilWeightAngleModifier attribute)
- (bpy.types.GreasePencilWeightProximityModifier attribut
- (bpy.types.HookModifier attribute)
- (bpy.types.LaplacianDeformModifier attribute)
- (bpy.types.LaplacianSmoothModifier attribute)
- (bpy.types.LatticeModifier attribute)
- (bpy.types.MaskModifier attribute)
- (bpy.types.MeshCacheModifier attribute)
- (bpy.types.MeshDeformModifier attribute)
- (bpy.types.NormalEditModifier attribute)
- (bpy.types.ShrinkwrapModifier attribute)
- (bpy.types.SimpleDeformModifier attribute)
- (bpy.types.SmoothModifier attribute)
- (bpy.types.SolidifyModifier attribute)
- (bpy.types.SurfaceDeformModifier attribute)
- (bpy.types.UVWarpModifier attribute)
- (bpy.types.WarpModifier attribute)
- (bpy.types.WaveModifier attribute)
- (bpy.types.WeightedNormalModifier attribute)

- (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)
- (bpy.types.NodeTreeInterfaceSocketVectorXYZ method)
- init\_texture (bpy.types.DynamicPaintSurface attribute)
- 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)
- inner\_sel (bpy.types.ThemeWidgetColors attribute)
- 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)
  - o (bpy.types.GammaCrossStrip attribute)
  - (bpy.types.MultiplyStrip attribute)
  - (bpy.types.OverDropStrip attribute)
  - o (hny types SubtractStrin attribute)

- (bpy.types.WeldModifier attribute)
- (bpy.types.WireframeModifier attribute)
- invert\_vertex\_group\_a (bpy.types.VertexWeightMixModifier attribute)
- invert\_vertex\_group\_b (bpy.types.VertexWeightMixModifie attribute)
- invert\_vertex\_group\_clump (bpy.types.ParticleSystem attrib)
- invert\_vertex\_group\_density (bpy.types.ParticleSystem attrit
- invert\_vertex\_group\_field (bpy.types.ParticleSystem attribute
- $\bullet \quad invert\_vertex\_group\_kink \ (bpy.types.ParticleSystem \ attributa$
- invert\_vertex\_group\_length (bpy.types.ParticleSystem attribution)
- invert vertex group rotation (bpy.types.ParticleSystem attri
- invert\_vertex\_group\_roughness\_1 (bpy.types.ParticleSystem attribute)
- invert\_vertex\_group\_roughness\_2 (bpy.types.ParticleSystem attribute)
- invert\_vertex\_group\_roughness\_end (bpy.types.ParticleSysteattribute)
- invert\_vertex\_group\_size (bpy.types.ParticleSystem attribute
- invert\_vertex\_group\_tangent (bpy.types.ParticleSystem attrib
- invert\_vertex\_group\_twist (bpy.types.ParticleSystem attribut
- invert vertex group velocity (bpy.types.ParticleSystem attril
- 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)
- invoke\_props\_popup() (bpy.types.WindowManager class method)
- invoke\_search\_popup() (bpy.types.WindowManager class method)
- IO FH fbx (class in bpy.types)
- IO\_FH\_gltf2 (class in bpy.types)
- is\_active (bpy.types.DynamicPaintSurface attribute)
  - (bpy.types.Modifier attribute)
- is\_active\_output (bpy.types.NodeGroupOutput attribute)
  - (bpy.types.ShaderNodeOutputLight attribute)
  - (bpy.types.ShaderNodeOutputLineStyle attribute)
  - (bpy.types.ShaderNodeOutputMaterial attribute)
  - o (hnv tynes ShaderNodeOutnutWorld attribute)

- (opy.types.suotawistip autione)
- (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)
  - (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)
  - ${\tt \circ \ \, (bpy.types.CompositorNodeDiffMatte\ class\ method)}\\$
  - (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)
  - (bpy.types.CompositorNodeIDMask class method)

- (opy.types.ormaerr todecomparty orm authorie)
- is animation (bpy.types.RenderEngine attribute)
- is\_attribute (bpy.types.NodeGeometryBakeItem attribute)
- 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 attribu
- is\_cache\_baking\_data (bpy.types.FluidDomainSettings attrib
- is\_cache\_baking\_guide (bpy.types.FluidDomainSettings attri
- is\_cache\_baking\_mesh (bpy.types.FluidDomainSettings attril
- is\_cache\_baking\_noise (bpy.types.FluidDomainSettings attril
- is\_cache\_baking\_particles (bpy.types.FluidDomainSettings attribute)
- is closed (freestyle.types.ViewEdge 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)
  - (bpy.types.UIList class method)
- 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 attri
- 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.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.CompositorNodeMapValue 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.CompositorNodeNormal class method)
- (bpy.types.CompositorNodeNormalize class method)
- (bpy.types.CompositorNodeOutputFile class method)
- (bpy.types.CompositorNodePixelate class method)
- (bpy.types.CompositorNodePlaneTrackDeform class method)
- (bpy.types.CompositorNodePosterize class method)
- (bpy.types.CompositorNodePremulKey class method)
- (bpy.types.CompositorNodeRGB class method)
- (bpy.types.CompositorNodeRGBToBW class method)
- (bpy.types.CompositorNodeRLayers class method)
- (bpy.types.CompositorNodeRotate class method)
- (bpy.types.CompositorNodeScale class method)
- (bpy.types.CompositorNodeSceneTime class method)
- (bpy.types.CompositorNodeSeparateColor class method)
- (bpy.types.CompositorNodeSeparateXYZ class method)
- (bpy.types.CompositorNodeSepHSVA class method)
- ${\color{gray}\bullet} \quad (bpy.types.CompositorNodeSepRGBA\ class\ method)$
- ${\color{gray} \circ} \ \ (bpy.types.CompositorNodeSepYCCA\ class\ method) \\$
- (bpy.types.CompositorNodeSepYUVA class method)
- (bpy.types.CompositorNodeSetAlpha class method)
- (bpy.types.CompositorNodeSplit class method)
- (bpy.types.CompositorNodeStabilize class method)
- (bpy.types.CompositorNodeSunBeams class method)
- (bpy.types.CompositorNodeSwitch class method)
- (bpy.types.CompositorNodeSwitchView class method)
- (bpy.types.CompositorNodeTexture class method)
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- (bpy.types.CompositorNodeTonemap class method)
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- is\_perspective (bpy.types.RegionView3D attribute)
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- input whitepoint (bpy.types.CompositorNodeColorBalance attribute)
- insert() (bpy.types.FCurveKeyframePoints method)
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  - (in module bpy.ops.text)
  - (mathutils.kdtree.KDTree method)

- (bpy.types.GeometryNodeVolumeToMesh class method)
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- (bpy.types.TextureNodeViewer class method)
- is\_repeat() (bpy.types.Operator method)
- is\_running() (bpy.types.XrSessionState class method)
- is\_runtime\_data (bpy.types.ID attribute)
- is\_sequence (bpy.types.CacheFile attribute)
  - (bpy.types.Volume attribute)
- is\_shadow\_catcher (bpy.types.Object attribute)
- is\_singleton (bmesh.types.BMLayerCollection attribute)
- is smooth (freestyle.types.FEdge attribute)
- is solo (bpy.types.BoneCollection attribute)
  - (bpy.types.NlaTrack attribute)
- is\_start (bpy.types.OperatorStrokeElement attribute)
- is\_subdir() (in module bpy.path)
- is\_syntax\_highlight\_supported() (bpy.types.SpaceTextEditor method)
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- is system override (bpy.types.IDOverrideLibrary attribute)
- is tool (bpy.types.GeometryNodeTree attribute)
- is type curve (bpy.types.GeometryNodeTree attribute)
- is\_type\_mesh (bpy.types.GeometryNodeTree attribute)
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- is\_user\_modified (bpy.types.KeyMap attribute)
- is valid (bmesh.types.BMEdge attribute)
  - (bmesh.types.BMesh attribute)
  - (bmesh.types.BMFace attribute)
  - o (hmesh tynes BMI oon attribute)

- (OIIEOIRIJPOOLETTIEOOP MILIOMO)
- (bmesh.types.BMVert attribute)
- (bpy.types.AOV attribute)
- (bpy.types.Driver attribute)
- (bpy.types.FCurve attribute)
- (bpy.types.NodeLink attribute)
- (bpy.types.ParticleTarget attribute)
- (mathutils.Color attribute)
- (mathutils.Euler attribute)
- (mathutils.Matrix attribute)
- (mathutils.Quaternion attribute)
- (mathutils. Vector attribute)
- is visible (bpy.types.BoneCollection attribute)
- is wire (bmesh.types.BMEdge attribute)
  - (bmesh.types.BMVert attribute)
- is wrapped (bmesh.types.BMesh attribute)
  - (mathutils.Color attribute)
  - (mathutils.Euler attribute)
  - (mathutils.Matrix attribute)
  - (mathutils.Quaternion attribute)
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- islands precision (bpy.types.DataTransferModifier attribute)
- isolate\_type\_render() (in module bpy.ops.object)
- Itasc (class in bpy.types)
- item (bpy.types.ThemeWidgetColors attribute)
- item\_activate() (in module bpy.ops.outliner)
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- items() (bmesh.types.BMDeformVert method)
  - (bmesh.types.BMLayerCollection method)
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- iter\_distance\_along\_stroke() (in module freestyle.utils)
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- iter\_material\_value() (in module freestyle.utils)
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- iterations (bpy.types.CompositorNodeBilateralblur attribute)
  - (bpy.types.CompositorNodeDBlur attribute)
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  - (bpy.types.LaplacianDeformModifier attribute)
  - (bpy.types.LaplacianSmoothModifier attribute)
  - (bpy.types.ScrewModifier attribute)
  - $\circ \ \ (bpy.types.SmoothModifier\ attribute)$
- Iterator (class in freestyle.types)
- iterator() (bpy.types.KeyingSetInfo method)