MeshPolygon(bpy_struct)

base class — `bpy_struct`

class bpy.types.**MeshPolygon(bpy_struct)**

Polygon in a Mesh data-block

area

Read only area of this face

TYPE:

float in [0, inf], default 0.0, (readonly)

center

Center of this face

TYPE:

`mathutils.Vector` of 3 items in [-inf, inf], default (0.0, 0.0, 0.0), (readonly)

hide

TYPE:

boolean, default False

index

Index of this face

TYPE:

int in [0, inf], default 0, (readonly)

loop_start

Index of the first loop of this face

TYPE:

int in [0, inf], default 0

loop_total

Number of loops used by this face

TYPE:

int in [0, inf], default 0, (readonly)

material_index

Material slot index of this face

TYPE:

int in [0, inf], default 0

normal

Local space unit length normal vector for this face

TYPE:

`mathutils.Vector` of 3 items in [-1, 1], default (0.0, 0.0, 0.0), (readonly)

select

TYPE:

boolean, default False

boolean, default False

use_freestyle_mark

Face mark for Freestyle line rendering

TYPE:

boolean, default False

use_smooth

TYPE:

boolean, default False

vertices

Vertex indices

TYPE:

int array of 3 items in [0, inf], default (0, 0, 0)

edge_keys

(readonly)

loop_indices

(readonly)

flip()

Invert winding of this face (flip its normal)

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.driver_add](#)
- [bpy_struct.items](#)
- [bpy_struct.keyframe_delete](#)

- 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.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

References

- Mesh.polygons

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