ThemeView3D(bpy_struct)

base class — `bpy_struct`

class bpy.types.**ThemeView3D(bpy_struct)**

Theme settings for the 3D viewport

act_spline

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

after_current_frame

The color for things after the current frame (for onion skinning, motion paths, etc.)

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

asset_shelf

Settings for asset shelf

TYPE:

`ThemeAssetShelf`, (readonly, never None)

before_current_frame

The color for things before the current frame (for onion skinning, motion paths, etc.)

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

bone_locked_weight

Shade for bones corresponding to a locked weight group during painting

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

bone_pose

Outline color of selected pose bones

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

bone_pose_active

Outline color of active pose bones

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

bone_solid

Default color of the solid shapes of bones

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

bundle_solid

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

camera

>   **TYPE:**
>
>>   `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

camera_passepartout

>   **TYPE:**
>
>>   `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

camera_path

>   **TYPE:**
>
>>   `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

clipping_border_3d

>   **TYPE:**
>
>>   float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

edge_bevel

>   **TYPE:**
>
>>   `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

edge_crease

>   **TYPE:**
>
>>   `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

edge_facesel

>   **TYPE:**
>
>>   `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

edge_mode_select

>   **TYPE:**
>
>>   `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

edge_seam

>   **TYPE:**
>
>>   `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

edge_select

>   **TYPE:**
>
>>   `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

edge_sharp

>   **TYPE:**
>
>>   `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

edge_width

>   **TYPE:**
>
>>   int in [1, 32], default 0

editmesh_active

>   **TYPE:**
>
>>   float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

empty

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

extra_edge_angle

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

extra_edge_len

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

extra_face_angle

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

extra_face_area

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

face

    TYPE:

        float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

face_back

    TYPE:

        float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

face_dot

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

face_front

    TYPE:

        float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

face_mode_select

    TYPE:

        float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

face_retopology

    TYPE:

        float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

face_select

    TYPE:

        float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

facedot_size

    TYPE:

        int in [1, 10], default 0

frame_current

TYPE:

    `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

freestyle_edge_mark

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

freestyle_face_mark

    TYPE:

        float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

gp_vertex

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

gp_vertex_select

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

gp_vertex_size

    TYPE:

        int in [1, 10], default 0

grid

    TYPE:

        float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

handle_align

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

handle_auto

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

handle_free

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

handle_sel_align

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

handle_sel_auto

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

handle_sel_free

    TYPE:

        `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

handle_sel_vect

    TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

handle_vect

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

lastsel_point

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

light

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

normal

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

nurb_sel_uline

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

nurb_sel_vline

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

nurb_uline

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

nurb_vline

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

object_active

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

object_origin_size

Diameter in pixels for object/light origin display

TYPE:

int in [4, 10], default 0

object_selected

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

outline_width

TYPE:

int in [1, 5], default 0

paint_curve_handle

TYPE:

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

paint_curve_pivot

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

skin_root

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

space

Settings for space

TYPE:

`ThemeSpaceGradient` , (readonly, never None)

speaker

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

split_normal

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

text_grease_pencil

Color for indicating Grease Pencil keyframes

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

text_keyframe

Color for indicating object keyframes

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

transform

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

vertex

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

vertex_bevel

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

vertex_normal

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

vertex_select

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

vertex_size

> **TYPE:**
>
> > int in [1, 32], default 0

vertex_unreferenced

> **TYPE:**
>
> > `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

view_overlay

> **TYPE:**
>
> > `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

wire

> **TYPE:**
>
> > `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

wire_edit

> Color for wireframe when in edit mode, but edge selection is active
>
> **TYPE:**
>
> > `mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

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.driver_remove`
- `bpy_struct.get`

- `bpy_struct.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`

- [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.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

- [Theme.view_3d](#)

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