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# MaterialLineArt(bpy\_struct)

base class — `bpy_struct`

**class** `bpy.types.MaterialLineArt(bpy_struct)`

## **intersection\_priority**

The intersection line will be included into the object with the higher intersection priority value

### **TYPE:**

int in [0, 255], default 0

## **mat\_occlusion**

Faces with this material will behave as if it has set number of layers in occlusion

### **TYPE:**

int in [0, 255], default 1

## **use\_intersection\_priority\_override**

Override object and collection intersection priority value

### **TYPE:**

boolean, default False

## **use\_material\_mask**

Use material masks to filter out occluded strokes

### **TYPE:**

boolean, default False

## **use\_material\_mask\_bits**

### **TYPE:**

boolean array of 8 items, default (False, False, False, False, False, False, False, False)

**classmethod** `bl_ma_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_ma_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.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`

## References

- `Material.lineart`