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# MovieTrackingReconstructedCameras(bpy\_struct)

base class — `bpy_struct`

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

Collection of solved cameras

**find\_frame**(\*, frame=1)

Find a reconstructed camera for a give frame number

**PARAMETERS:**

**frame** (*int in [0, 1048574], (optional)*) – Frame, Frame number to find camera for

**RETURNS:**

Camera for a given frame

**RETURN TYPE:**

`MovieReconstructedCamera`

**matrix\_from\_frame**(\*, frame=1)

Return interpolated camera matrix for a given frame

**PARAMETERS:**

**frame** (*int in [0, 1048574], (optional)*) – Frame, Frame number to find camera for

**RETURNS:**

Matrix, Interpolated camera matrix for a given frame

**RETURN TYPE:**

`mathutils.Matrix` of 4 \* 4 items in [-inf, inf]

**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

- `MovieTrackingReconstruction.cameras`