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Armature(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.Armature(ID)`

Armature data-block containing a hierarchy of bones, usually used for rigging characters

animation_data

Animation data for this data-block

TYPE:

`AnimData`, (readonly)

axes_position

The position for the axes on the bone. Increasing the value moves it closer to the tip; decreasing moves it closer to the root.

TYPE:

float in [0, 1], default 0.0

bones

TYPE:

`ArmatureBones` `bpy_prop_collection` of `Bone`, (readonly)

collections

TYPE:

`BoneCollections` `bpy_prop_collection` of `BoneCollection`

collections_all

List of all bone collections of the armature

TYPE:

`bpy_prop_collection` of `BoneCollection`, (readonly)

display_type

- `OCTAHEDRAL` Octahedral – Display bones as octahedral shape (default).
- `STICK` Stick – Display bones as simple 2D lines with dots.
- `BBONE` B-Bone – Display bones as boxes, showing subdivision and B-Splines.
- `ENVELOPE` Envelope – Display bones as extruded spheres, showing deformation influence volume.
- `WIRE` Wire – Display bones as thin wires, showing subdivision and B-Splines.

TYPE:

enum in ['OCTAHEDRAL', 'STICK', 'BBONE', 'ENVELOPE', 'WIRE'], default 'OCTAHEDRAL'

edit_bones

TYPE:

`ArmatureEditBones` `bpy_prop_collection` of `EditBone`, (readonly)

is_editmode

True when used in editmode

TYPE:

boolean, default False, (readonly)

pose_position

Show armature in binding pose or final posed state

- `POSE` Pose Position – Show armature in posed state.
- `REST` Rest Position – Show Armature in binding pose state (no posing possible).

TYPE:

enum in ['POSE', 'REST'], default 'POSE'

relation_line_position

The start position of the relation lines from parent to child bones

- `TAIL` Tail – Draw the relationship line from the parent tail to the child head.
- `HEAD` Head – Draw the relationship line from the parent head to the child head.

TYPE:

enum in ['TAIL', 'HEAD'], default 'TAIL'

show_axes

Display bone axes

TYPE:

boolean, default False

show_bone_colors

Display bone colors

TYPE:

boolean, default True

show_bone_custom_shapes

Display bones with their custom shapes

TYPE:

boolean, default True

show_names

Display bone names

TYPE:

boolean, default False

use_mirror_x

Apply changes to matching bone on opposite side of X-Axis

TYPE:

boolean, default False

transform(matrix)

Transform armature bones by a matrix

PARAMETERS:

matrix (`mathutils.Matrix` of 4 * 4 items in [-inf, inf]) – Matrix

classmethod bl_rna_get_subclass(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The RNA type or default when not found

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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`
- `ID.name`
- `ID.name_full`
- `ID.id_type`
- `ID.session_uid`
- `ID.is_evaluated`
- `ID.original`
- `ID.users`
- `ID.use_fake_user`
- `ID.use_extra_user`
- `ID.is_embedded_data`
- `ID.is_missing`
- `ID.is_runtime_data`
- `ID.is_editable`
- `ID.tag`
- `ID.is_library_indirect`
- `ID.library`
- `ID.library_weak_reference`
- `ID.asset_data`
- `ID.override_library`
- `ID.preview`

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`
- `ID.rename`
- `ID.evaluated_get`
- `ID.copy`
- `ID.asset_mark`
- `ID.asset_clear`
- `ID.asset_generate_preview`
- `ID.override_create`
- `ID.override_hierarchy_create`
- `ID.user_clear`
- `ID.user_remap`
- `ID.make_local`
- `ID.user_of_id`
- `ID.animation_data_create`
- `ID.animation_data_clear`
- `ID.update_tag`
- `ID.preview_ensure`
- `ID.bl_rna_get_subclass`
- `ID.bl_rna_get_subclass_py`

- [bpy_struct.property_unset](#)
- [ID.bl_rna_get_subclass_py](#)

References

- [bpy.context.armature](#)
- [BlendDataArmatures.new](#)
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- [BlendDataArmatures.remove](#)

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