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VolumeGrid(bpy_struct)

base class — [bpy_struct](#)

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

3D volume grid

channels

Number of dimensions of the grid data type

TYPE:

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

data_type

Data type of voxel values

TYPE:

enum in [Volume Grid Data Type Items](#), default 'UNKNOWN', (readonly)

is_loaded

Grid tree is loaded in memory

TYPE:

boolean, default False, (readonly)

matrix_object

Transformation matrix from voxel index to object space

TYPE:

[mathutils.Matrix](#) of 4 * 4 items in [-inf, inf], default ((0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0)), (readonly)

name

Volume grid name

TYPE:

string, default '', (readonly, never None)

load()

Load grid tree from file

RETURNS:

True if grid tree was successfully loaded

RETURN TYPE:

boolean

unload()

Unload grid tree and voxel data from memory, leaving only metadata

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_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

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

- `Volume.grids`