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# CameraBackgroundImages(bpy\_struct)

base class — `bpy_struct`

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

Collection of background images

**new()**

Add new background image

**RETURNS:**

Image displayed as viewport background

**RETURN TYPE:**

`CameraBackgroundImage`

**remove(image)**

Remove background image

**PARAMETERS:**

**image** (`CameraBackgroundImage` , (never None)) – Image displayed as viewport background

**clear()**

Remove all background images

**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.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe insert`

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- [bpy\\_struct.is\\_property\\_hidden](#)
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- [bpy\\_struct.is\\_property\\_readonly](#)
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- [bpy\\_struct.keys](#)
- [bpy\\_struct.path\\_from\\_id](#)
- [bpy\\_struct.path\\_resolve](#)
- [bpy\\_struct.pop](#)
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- [bpy\\_struct.type\\_recast](#)
- [bpy\\_struct.values](#)

## References

- [Camera.background\\_images](#)