

Lattice(ID)

base classes — `bpy_struct`, `ID`

class bpy.types.Lattice(ID)

Lattice data-block defining a grid for deforming other objects

animation_data

Animation data for this data-block

TYPE:

`AnimData`, (readonly)

interpolation_type_u

TYPE:

enum in ['KEY_LINEAR', 'KEY_CARDINAL', 'KEY_CATMULL_ROM', 'KEY_BSPLINE'], default 'KEY_BSPLINE'

interpolation_type_v

TYPE:

enum in ['KEY_LINEAR', 'KEY_CARDINAL', 'KEY_CATMULL_ROM', 'KEY_BSPLINE'], default 'KEY_BSPLINE'

interpolation_type_w

TYPE:

enum in ['KEY_LINEAR', 'KEY_CARDINAL', 'KEY_CATMULL_ROM', 'KEY_BSPLINE'], default 'KEY_BSPLINE'

is_editmode

True when used in editmode

TYPE:

boolean, default False, (readonly)

points

Points of the lattice

TYPE:

`bpy_prop_collection` of `LatticePoint`, (readonly)

points_u

Points in U direction (cannot be changed when there are shape keys)

TYPE:

int in [1, 64], default 0

points_v

Points in V direction (cannot be changed when there are shape keys)

TYPE:

int in [1, 64], default 0

points_w

Points in W direction (cannot be changed when there are shape keys)

TYPE:

int in [1, 64], default 0

shape_keys

TYPE:

`Key`, (readonly)

use_outside

Only display and take into account the outer vertices

TYPE:

boolean, default False

vertex_group

Vertex group to apply the influence of the lattice

TYPE:

string, default ‘’, (never None)

transform(matrix, *, shape_keys=False)

Transform lattice by a matrix

PARAMETERS:

- **matrix** (`mathutils.Matrix` of 4 * 4 items in $[-\text{inf}, \text{inf}]$) – Matrix
- **shape_keys** (*boolean, (optional)*) – Transform Shape Keys

update_gpu_tag()

update_gpu_tag

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_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.name`
- `ID.is_missing`
- `ID.is_runtime_data`
- `ID.is_editable`
- `ID.tag`
- `ID.is_library_indirect`
- `ID.library`
- `ID.library_weak_reference`

- `ID.users`
- `ID.use_fake_user`
- `ID.use_extra_user`
- `ID.is_embedded_data`
- `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`

References

- `bpy.context.lattice`
- `BlendDataLattices.new`
- `BlendData.lattices`
- `BlendDataLattices.remove`