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FreestyleLineSet(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.FreestyleLineSet(bpy_struct)

Line set for associating lines and style parameters

collection

A collection of objects based on which feature edges are selected

TYPE:

[Collection](#)

collection_negation

Specify either inclusion or exclusion of feature edges belonging to a collection of objects

- `INCLUSIVE` Inclusive – Select feature edges belonging to some object in the group.
- `EXCLUSIVE` Exclusive – Select feature edges not belonging to any object in the group.

TYPE:

enum in ['INCLUSIVE', 'EXCLUSIVE'], default 'INCLUSIVE'

edge_type_combination

Specify a logical combination of selection conditions on feature edge types

- `OR` Logical OR – Select feature edges satisfying at least one of edge type conditions.
- `AND` Logical AND – Select feature edges satisfying all edge type conditions.

TYPE:

enum in ['OR', 'AND'], default 'OR'

edge_type_negation

Specify either inclusion or exclusion of feature edges selected by edge types

- `INCLUSIVE` Inclusive – Select feature edges satisfying the given edge type conditions.
- `EXCLUSIVE` Exclusive – Select feature edges not satisfying the given edge type conditions.

TYPE:

enum in ['INCLUSIVE', 'EXCLUSIVE'], default 'INCLUSIVE'

exclude_border

Exclude border edges

TYPE:

boolean, default False

exclude_contour

Exclude contours

TYPE:

boolean, default False

exclude_crease

Exclude crease edges

TYPE:

boolean, default False

exclude_edge_mark

Exclude edge marks

TYPE:

boolean, default: False

exclude_external_contour

Exclude external contours

TYPE:

boolean, default: False

exclude_material_boundary

Exclude edges at material boundaries

TYPE:

boolean, default: False

exclude_ridge_valley

Exclude ridges and valleys

TYPE:

boolean, default: False

exclude_silhouette

Exclude silhouette edges

TYPE:

boolean, default: False

exclude_suggestive_contour

Exclude suggestive contours

TYPE:

boolean, default: False

face_mark_condition

Specify a feature edge selection condition based on face marks

- **ONE** One Face – Select a feature edge if either of its adjacent faces is marked.
- **BOTH** Both Faces – Select a feature edge if both of its adjacent faces are marked.

TYPE:

enum in ['ONE', 'BOTH'], default: 'ONE'

face_mark_negation

Specify either inclusion or exclusion of feature edges selected by face marks

- **INCLUSIVE** Inclusive – Select feature edges satisfying the given face mark conditions.
- **EXCLUSIVE** Exclusive – Select feature edges not satisfying the given face mark conditions.

TYPE:

enum in ['INCLUSIVE', 'EXCLUSIVE'], default: 'INCLUSIVE'

linestyle

Line style settings

TYPE:

`FreestyleLineStyle`, (never None)

name

Line set name

TYPE:

string, default "", (never None)

qi_end

Last QI value of the QI range

TYPE:

int in [0, inf], default 0

qi_start

First QI value of the QI range

TYPE:

int in [0, inf], default 0

select_border

Select border edges (open mesh edges)

TYPE:

boolean, default False

select_by_collection

Select feature edges based on a collection of objects

TYPE:

boolean, default False

select_by_edge_types

Select feature edges based on edge types

TYPE:

boolean, default False

select_by_face_marks

Select feature edges by face marks

TYPE:

boolean, default False

select_by_image_border

Select feature edges by image border (less memory consumption)

TYPE:

boolean, default False

select_by_visibility

Select feature edges based on visibility

TYPE:

boolean, default False

select_contour

Select contours (outer silhouettes of each object)

TYPE:

boolean, default False

select_crease

Select crease edges (those between two faces making an angle smaller than the Crease Angle)

TYPE:

boolean, default False

select_edge_mark

Select edge marks (edges annotated by Freestyle edge marks)

TYPE:

boolean, default False

select_external_contour

Select external contours (outer silhouettes of occluding and occluded objects)

TYPE:

boolean, default False

select_material_boundary

Select edges at material boundaries

TYPE:

boolean, default False

select_ridge_valley

Select ridges and valleys (boundary lines between convex and concave areas of surface)

TYPE:

boolean, default False

select_silhouette

Select silhouettes (edges at the boundary of visible and hidden faces)

TYPE:

boolean, default False

select_suggestive_contour

Select suggestive contours (almost silhouette/contour edges)

TYPE:

boolean, default False

show_render

Enable or disable this line set during stroke rendering

TYPE:

boolean, default False

visibility

Determine how to use visibility for feature edge selection

- `VISIBLE` Visible – Select visible feature edges.
- `HIDDEN` Hidden – Select hidden feature edges.

- `RANGE` Quantitative Invisibility – Select feature edges within a range of quantitative invisibility (QI) values.

TYPE:

enum in ['VISIBLE', 'HIDDEN', 'RANGE'], default 'VISIBLE'

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

- | | |
|---|--|
| • <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

- `Linesets.active`
- `Linesets.remove`
- `Linesets.new`
- `FreestyleSettings.linesets`

