MeshLoopTriangle(bpy_struct)

base class — `bpy_struct`

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

Tessellated triangle in a Mesh data-block

area

Area of this triangle

TYPE:

float in [0, inf], default 0.0, (readonly)

index

Index of this loop triangle

TYPE:

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

loops

Indices of mesh loops that make up the triangle

TYPE:

int array of 3 items in [0, inf], default (0, 0, 0), (readonly)

material_index

Material slot index of this triangle

TYPE:

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

normal

Local space unit length normal vector for this triangle

TYPE:

`mathutils.Vector` of 3 items in [-1, 1], default (0.0, 0.0, 0.0), (readonly)

polygon_index

Index of mesh face that the triangle is a part of

TYPE:

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

split_normals

Local space unit length split normal vectors of the face corners of this triangle

TYPE:

float multi-dimensional array of 3 * 3 items in [-1, 1], default ((0.0, 0.0, 0.0), (0.0, 0.0, 0.0), (0.0, 0.0, 0.0)), (readonly)

use_smooth

TYPE:

boolean, default False, (readonly)

vertices

Indices of triangle vertices

TYPE:

int array of 3 items in [0, inf], default (0, 0, 0), (readonly)

center

The midpoint of the face.

(readonly)

edge_keys

(readonly)

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`

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`

References

- `Mesh.loop_triangles`

Report issue on this page