

# Index – R

- [r](#) ([mathutils.Color](#) attribute)
- [radial\\_control\(\)](#) (in module [bpy.ops.wm](#))
- [radial\\_falloff](#) ([bpy.types.FieldSettings](#) attribute)
- [radial\\_max](#) ([bpy.types.FieldSettings](#) attribute)
- [radial\\_min](#) ([bpy.types.FieldSettings](#) attribute)
- [radial\\_symmetry](#) ([bpy.types.Sculpt](#) attribute)
  - ([bpy.types.VertexPaint](#) attribute)
- [radius](#) ([bpy.types.BezierSplinePoint](#) attribute)
  - ([bpy.types.CastModifier](#) attribute)
  - ([bpy.types.CurvePoint](#) attribute)
  - ([bpy.types.GreasePencilDashModifierSegment](#) attribute)
  - ([bpy.types.GreasePencilTintModifier](#) attribute)
  - ([bpy.types.MeshSkinVertex](#) attribute)
  - ([bpy.types.MetaElement](#) attribute)
  - ([bpy.types.Point](#) attribute)
  - ([bpy.types.ShaderFxSwirl](#) attribute)
  - ([bpy.types.ShaderNodeTexPointDensity](#) attribute)
  - ([bpy.types.ShapeKeyBezierPoint](#) attribute)
  - ([bpy.types.ShapeKeyCurvePoint](#) attribute)
  - ([bpy.types.SplinePoint](#) attribute)
- [radius\\_interpolation](#) ([bpy.types.Spline](#) attribute)
- [radius\\_max](#) ([bpy.types.CurvePaintSettings](#) attribute)
- [radius\\_min](#) ([bpy.types.CurvePaintSettings](#) attribute)
- [radius\\_offset](#) ([bpy.types.GreasePencilLayer](#) attribute)
- [radius\\_scale](#) ([bpy.types.ParticleSettings](#) attribute)
- [radius\\_set\(\)](#) (in module [bpy.ops.curve](#))
- [radius\\_taper\\_end](#) ([bpy.types.CurvePaintSettings](#) attribute)
- [radius\\_taper\\_start](#) ([bpy.types.CurvePaintSettings](#) attribute)
- [rake\\_factor](#) ([bpy.types.Brush](#) attribute)
- [random\(\)](#) (in module [mathutils.noise](#))
- [random\\_angle](#) ([bpy.types.BrushTextureSlot](#) attribute)
- [random\\_backbone](#) ([bpy.types.LineStyleGeometryModifier\\_Blueprint](#) attribute)
- [random\\_center](#) ([bpy.types.LineStyleGeometryModifier\\_Blueprint](#) attribute)
- [random\\_end\\_factor](#) ([bpy.types.GreasePencilLengthModifier](#) attribute)
- [random\\_hue\\_factor](#) ([bpy.types.BrushGpencilSettings](#) attribute)
- [random\\_mode](#) ([bpy.types.GreasePencilNoiseModifier](#) attribute)
- [random\\_offset](#) ([bpy.types.GreasePencilArrayModifier](#) attribute)
  - ([bpy.types.GreasePencilLengthModifier](#) attribute)
- [random\\_position](#) ([bpy.types.ParticleInstanceModifier](#) attribute)
- [random\\_pressure](#) ([bpy.types.BrushGpencilSettings](#) attribute)
- [random\\_radius](#) ([bpy.types.LineStyleGeometryModifier\\_Blueprint](#) attribute)
- [random\\_rotation](#) ([bpy.types.GreasePencilArrayModifier](#) attribute)
  - ([bpy.types.ParticleInstanceModifier](#) attribute)
- [random\\_saturation\\_factor](#) ([bpy.types.BrushGpencilSettings](#) attribute)
- [random\\_scale](#) ([bpy.types.GreasePencilArrayModifier](#) attribute)
- [random\\_seed](#) ([bpy.types.OceanModifier](#) attribute)
- [random\\_start\\_factor](#) ([bpy.types.GreasePencilLengthModifier](#) attribute)
- [random\\_strength](#) ([bpy.types.BrushGpencilSettings](#) attribute)
- [random\\_unit\\_vector\(\)](#) (in module [mathutils.noise](#))
- [random\\_value\\_factor](#) ([bpy.types.BrushGpencilSettings](#) attribute)
- [random\\_vector\(\)](#) (in module [mathutils.noise](#))
- [randomize\\_transform\(\)](#) (in module [bpy.ops.object](#))
- [randomize\\_uv\\_transform\(\)](#) (in module [bpy.ops.uv](#))
- [RenderEngine.resolution\\_y](#) (in module [bpy.types](#))
- [RenderEngine.temporary\\_directory](#) (in module [bpy.types](#))
- [render\\_get\(\)](#) (in module [gpu.platform](#))
- [RenderLayer](#) (class in [bpy.types](#))
- [RenderLayer.name](#) (in module [bpy.types](#))
- [RenderLayer.passes](#) (in module [bpy.types](#))
- [RenderLayer.use\\_ao](#) (in module [bpy.types](#))
- [RenderLayer.use\\_motion\\_blur](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_ambient\\_occlusion](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_combined](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_diffuse\\_color](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_diffuse\\_direct](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_diffuse\\_indirect](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_emit](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_environment](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_glossy\\_color](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_glossy\\_direct](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_glossy\\_indirect](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_material\\_index](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_mist](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_normal](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_object\\_index](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_position](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_shadow](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_subsurface\\_color](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_subsurface\\_direct](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_subsurface\\_indirect](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_transmission\\_color](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_transmission\\_direct](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_transmission\\_indirect](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_uv](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_vector](#) (in module [bpy.types](#))
- [RenderLayer.use\\_pass\\_z](#) (in module [bpy.types](#))
- [RenderLayer.use\\_sky](#) (in module [bpy.types](#))
- [RenderLayer.use\\_solid](#) (in module [bpy.types](#))
- [RenderLayer.use\\_strand](#) (in module [bpy.types](#))
- [RenderLayer.use\\_volumes](#) (in module [bpy.types](#))
- [RenderPass](#) (class in [bpy.types](#))
- [RenderPass.channel\\_id](#) (in module [bpy.types](#))
- [RenderPass.channels](#) (in module [bpy.types](#))
- [RenderPass.fullname](#) (in module [bpy.types](#))
- [RenderPass.name](#) (in module [bpy.types](#))
- [RenderPass.view\\_id](#) (in module [bpy.types](#))
- [RenderPasses](#) (class in [bpy.types](#))
- [RenderResult](#) (class in [bpy.types](#))
- [RenderResult.layers](#) (in module [bpy.types](#))

- `range` (`bpy.types.AnimVizMotionPaths` attribute)
  - (`bpy.types.BoidSettings` attribute)
- `range()` (`bpy.types.FCurve` method)
- `Range()` (`mathutils.Vector` class method)
- `range_max` (`bpy.types.LineStyleAlphaModifier_DistanceFromCamera` attribute)
  - (`bpy.types.LineStyleAlphaModifier_DistanceFromObject` attribute)
  - (`bpy.types.LineStyleColorModifier_DistanceFromCamera` attribute)
  - (`bpy.types.LineStyleColorModifier_DistanceFromObject` attribute)
  - (`bpy.types.LineStyleThicknessModifier_DistanceFromCamera` attribute)
  - (`bpy.types.LineStyleThicknessModifier_DistanceFromObject` attribute)
- `range_min` (`bpy.types.LineStyleAlphaModifier_DistanceFromCamera` attribute)
  - (`bpy.types.LineStyleAlphaModifier_DistanceFromObject` attribute)
  - (`bpy.types.LineStyleColorModifier_DistanceFromCamera` attribute)
  - (`bpy.types.LineStyleColorModifier_DistanceFromObject` attribute)
  - (`bpy.types.LineStyleThicknessModifier_DistanceFromCamera` attribute)
  - (`bpy.types.LineStyleThicknessModifier_DistanceFromObject` attribute)
- `rate` (`aud.Device` attribute)
  - (`aud.Sequence` attribute)
  - (`bpy.types.Brush` attribute)
- `RATE_11025` (in module `aud`)
- `RATE_16000` (in module `aud`)
- `RATE_192000` (in module `aud`)
- `RATE_22050` (in module `aud`)
- `RATE_32000` (in module `aud`)
- `RATE_44100` (in module `aud`)
- `RATE_48000` (in module `aud`)
- `RATE_8000` (in module `aud`)
- `RATE_88200` (in module `aud`)
- `RATE_96000` (in module `aud`)
- `RATE_INVALID` (in module `aud`)
- `ratio` (`bpy.types.CompositorNodeColorSpill` attribute)
  - (`bpy.types.DecimateModifier` attribute)
- `ray_cast()` (`bpy.types.Object` method)
  - (`bpy.types.Scene` method)
  - (`mathutils.bvhtree.BVHTree` method)
- `ray_direction` (`bpy.types.DynamicPaintBrushSettings` attribute)
- `ray_length` (`bpy.types.CompositorNodeSunBeams` attribute)
- `ray_radius` (`bpy.types.DataTransferModifier` attribute)
- `ray_tracing_method` (`bpy.types.SceneEVEE` attribute)
- `RaytraceEVEE` (class in `bpy.types`)
- `react_event` (`bpy.types.ParticleSettings` attribute)
- `reactor_factor` (`bpy.types.ParticleSettings` attribute)
- `reactor_target_object` (`bpy.types.ParticleSystem` attribute)
- `reactor_target_particle_system` (`bpy.types.ParticleSystem` attribute)
- `read()` (`gpu.types.GPUTexture` method)
- `read_complete_view_map_pixel()` (in module `freestyle.utils.ContextFunctions`)
- `read_data` (`bpy.types.MeshSequenceCacheModifier` attribute)
- `read_directional_view_map_pixel()` (in module `freestyle.utils.ContextFunctions`)
- `read_factory_settings()` (in module `bpy.ops.wm`)
- `read_factory_userpref()` (in module `bpy.ops.wm`)
- `read_history()` (in module `bpy.ops.wm`)
- `read_homefile()` (in module `bpy.ops.wm`)
- `read_map_pixel()` (in module `freestyle.utils.ContextFunctions`)
- `read_userpref()` (in module `bpy.ops.wm`)
- `read_viewlayers()` (in module `bpy.ops.image`)
  - (in module `bpy.ops.node`)
- `RenderResult.resolution_x` (in module `bpy.types`)
- `RenderResult.resolution_y` (in module `bpy.types`)
- `RenderResult.views` (in module `bpy.types`)
- `RenderSettings` (class in `bpy.types`)
- `RenderSettings.bake` (in module `bpy.types`)
- `RenderSettings.ffmpeg` (in module `bpy.types`)
- `RenderSettings.file_extension` (in module `bpy.types`)
- `RenderSettings.has_multiple_engines` (in module `bpy.types`)
- `RenderSettings.image_settings` (in module `bpy.types`)
- `RenderSettings.is_movie_format` (in module `bpy.types`)
- `RenderSettings.motion_blur_shutter_curve` (in module `bpy.types`)
- `RenderSettings.stereo_views` (in module `bpy.types`)
- `RenderSettings.use_spherical_stereo` (in module `bpy.types`)
- `RenderSettings.views` (in module `bpy.types`)
- `rendersize()` (in module `bpy.ops.sequencer`)
- `RenderSlot` (class in `bpy.types`)
- `RenderSlots` (class in `bpy.types`)
- `RenderView` (class in `bpy.types`)
- `RenderView.name` (in module `bpy.types`)
- `RenderViews` (class in `bpy.types`)
- `reorder()` (in module `bpy.ops.grease_pencil`)
- `reorder_curves()` (`bpy.types.Curves` method)
- `reorder_strokes()` (`bpy.types.GreasePencilDrawing` method)
- `reorder_to_back()` (in module `bpy.ops.workspace`)
- `reorder_to_front()` (in module `bpy.ops.workspace`)
- `repeat` (`bpy.types.KeyMapItem` attribute)
  - (`bpy.types.NlaStrip` attribute)
- `Repeat()` (`mathutils.Vector` class method)
- `repeat_history()` (in module `bpy.ops.screen`)
- `repeat_last()` (in module `bpy.ops.screen`)
- `repeat_output_node_id` (`bpy.types.RepeatZoneViewerPathElem` attribute)
- `repeat_x` (`bpy.types.ImageTexture` attribute)
  - (`bpy.types.OceanModifier` attribute)
- `repeat_y` (`bpy.types.ImageTexture` attribute)
  - (`bpy.types.OceanModifier` attribute)
- `repeat_zone` (`bpy.types.ThemeNodeEditor` attribute)
- `repeat_zone_item_add()` (in module `bpy.ops.node`)
- `repeat_zone_item_move()` (in module `bpy.ops.node`)
- `repeat_zone_item_remove()` (in module `bpy.ops.node`)
- `RepeatItem` (class in `bpy.types`)
- `RepeatItem.color` (in module `bpy.types`)
- `RepeatZoneViewerPathElem` (class in `bpy.types`)
- `replace()` (in module `bpy.ops.image`)
  - (in module `bpy.ops.text`)
- `replace_material` (`bpy.types.GreasePencilArrayModifier` attribute)
- `replace_set_selected()` (in module `bpy.ops.text`)
- `replace_text` (`bpy.types.SpaceTextEditor` attribute)
- `repo_enable_from_drop()` (in module `bpy.ops.extensions`)
- `repo_lock_all()` (in module `bpy.ops.extensions`)
- `repo_refresh_all()` (in module `bpy.ops.extensions`)
- `repo_sync()` (in module `bpy.ops.extensions`)
- `repo_sync_all()` (in module `bpy.ops.extensions`)
- `repo_unlock()` (in module `bpy.ops.extensions`)

- [ReadCompleteViewMapPixelFormat0D](#) (class in [freestyle.functions](#))
- [ReadMapPixelFormat0D](#) (class in [freestyle.functions](#))
- [ReadOnlyInteger](#) (class in [bpy.types](#))
- [ReadOnlyInteger.value](#) (in module [bpy.types](#))
- [ReadSteerableViewMapPixelFormat0D](#) (class in [freestyle.functions](#))
- [reassign\\_inputs\(\)](#) (in module [bpy.ops.sequencer](#))
- [rebuild\\_proxy\(\)](#) (in module [bpy.ops.clip](#))
  - (in module [bpy.ops.sequencer](#))
- [recalc\\_face\\_normals\(\)](#) (in module [bmesh.ops](#))
- [receiver\\_collection](#) ([bpy.types.ObjectLightLinking](#) attribute)
- [recent\\_files](#) ([bpy.types.PreferencesFilePaths](#) attribute)
- [recent\\_folders](#) ([bpy.types.SpaceFileBrowser](#) attribute)
- [recent\\_folders\\_active](#) ([bpy.types.SpaceFileBrowser](#) attribute)
- [rechannel\(\)](#) ([aud.Sound](#) method)
- [recover\\_auto\\_save\(\)](#) (in module [bpy.ops.wm](#))
- [recover\\_last\\_session\(\)](#) (in module [bpy.ops.wm](#))
- [rect](#) ([bpy.types.RenderPass](#) attribute)
- [recursion\\_level](#) ([bpy.types.FileSelectParams](#) attribute)
- [recursive\\_split\(\)](#) ([freestyle.types.Operators](#) static method)
- [red](#) ([bpy.types.CompositorNodeColorCorrection](#) attribute)
- [redo\(\)](#) (in module [bpy.ops.ed](#))
- [redo\\_last\(\)](#) (in module [bpy.ops.screen](#))
- [redo\\_post](#) (in module [bpy.app.handlers](#))
- [redo\\_pre](#) (in module [bpy.app.handlers](#))
- [redraw\\_timer\(\)](#) (in module [bpy.ops.wm](#))
- [reduce\\_dirs\(\)](#) (in module [bpy.path](#))
- [reference\\_axis](#) ([bpy.types.KinematicConstraint](#) attribute)
- [reference\\_object](#) ([bpy.types.GPencilSculptGuide](#) attribute)
- [reference\\_point](#) ([bpy.types.GPencilSculptGuide](#) attribute)
- [reference\\_value](#) ([bpy.types.FModifierEnvelope](#) attribute)
- [refine\\_intrinsics\\_focal\\_length](#) ([bpy.types.MovieTrackingSettings](#) attribute)
- [refine\\_intrinsics\\_principal\\_point](#) ([bpy.types.MovieTrackingSettings](#) attribute)
- [refine\\_intrinsics\\_radial\\_distortion](#) ([bpy.types.MovieTrackingSettings](#) attribute)
- [refine\\_intrinsics\\_tangential\\_distortion](#) ([bpy.types.MovieTrackingSettings](#) attribute)
- [refine\\_markers\(\)](#) (in module [bpy.ops.clip](#))
- [reflect\(\)](#) ([mathutils.Vector](#) method)
- [refraction\\_depth](#) ([bpy.types.Material](#) attribute)
- [refresh\(\)](#) ([bpy.types.GizmoGroup](#) method)
  - ([bpy.types.KeyingSet](#) method)
  - ([bpy.types.StudioLights](#) method)
  - (in module [bpy.ops.file](#))
- [refresh\\_all\(\)](#) (in module [bpy.ops.sequencer](#))
- [refresh\\_from\\_context\(\)](#) ([bpy.types.WorkSpaceTool](#) method)
- [refresh\\_pyconstraints\(\)](#) (in module [bpy.ops.text](#))
- [refresh\\_script\\_paths\(\)](#) (in module [bpy.utils](#))
- [Region](#) (class in [bpy.types](#))
- [region](#) (in module [bpy.context](#))
- [Region.alignment](#) (in module [bpy.types](#))
- [Region.data](#) (in module [bpy.types](#))
- [Region.height](#) (in module [bpy.types](#))
- [Region.type](#) (in module [bpy.types](#))
- [Region.view2d](#) (in module [bpy.types](#))
- [Region.width](#) (in module [bpy.types](#))
- [Region.x](#) (in module [bpy.types](#))
- [Region.y](#) (in module [bpy.types](#))
- [region\\_2d\\_to\\_location\\_3d\(\)](#) (in module [bpy.extras.view3d\\_utils](#))
- [region\\_2d\\_to\\_origin\\_3d\(\)](#) (in module [bpy.extras.view3d\\_utils](#))
- [repo\\_unlock\\_all\(\)](#) (in module [bpy.ops.extensions](#))
- [report\(\)](#) ([bpy.types.Macro](#) method)
  - ([bpy.types.Operator](#) method)
  - ([bpy.types.RenderEngine](#) method)
- [report\\_copy\(\)](#) (in module [bpy.ops.info](#))
- [report\\_delete\(\)](#) (in module [bpy.ops.info](#))
- [report\\_missing\\_files\(\)](#) (in module [bpy.ops.file](#))
- [report\\_replay\(\)](#) (in module [bpy.ops.info](#))
- [reports\\_display\\_update\(\)](#) (in module [bpy.ops.info](#))
- [reproject\(\)](#) (in module [bpy.ops.grease\\_pencil](#))
- [repulsion](#) ([bpy.types.SPHFluidSettings](#) attribute)
- [resample\(\)](#) ([aud.Sound](#) method)
  - ([freestyle.types.Stroke](#) method)
- [reset\(\)](#) ([bpy.types.IDOverrideLibrary](#) method)
  - ([bpy.types.RetiningKeys](#) method)
  - ([freestyle.types.Operators](#) static method)
  - (in module [bpy.ops.uv](#))
  - (in module [bpy.ops.view2d](#))
  - (in module [gpu.matrix](#))
- [reset\\_default\\_button\(\)](#) (in module [bpy.ops.ui](#))
- [reset\\_default\\_theme\(\)](#) (in module [bpy.ops.preferences](#))
- [reset\\_override\\_library\(\)](#) (in module [bpy.ops.object](#))
- [reset\\_recent\(\)](#) (in module [bpy.ops.file](#))
- [reset\\_to\\_base\\_pose\(\)](#) ([bpy.types.XrSessionState](#) class method)
- [reset\\_uvs\(\)](#) (in module [bpy.ops.grease\\_pencil](#))
- [reset\\_view\(\)](#) ([bpy.types.CurveMapping](#) method)
  - ([bpy.types.CurveProfile](#) method)
- [resize\(\)](#) ([imbuf.types.ImBuf](#) method)
  - (in module [bpy.ops.image](#))
  - (in module [bpy.ops.node](#))
  - (in module [bpy.ops.transform](#))
  - ([mathutils.Vector](#) method)
- [resize\\_2d\(\)](#) ([mathutils.Vector](#) method)
- [resize\\_3d\(\)](#) ([mathutils.Vector](#) method)
- [resize\\_4d\(\)](#) ([mathutils.Vector](#) method)
- [resize\\_4x4\(\)](#) ([mathutils.Matrix](#) method)
- [resize\\_curves\(\)](#) ([bpy.types.Curves](#) method)
- [resize\\_strokes\(\)](#) ([bpy.types.GreasePencilDrawing](#) method)
- [resized\(\)](#) ([mathutils.Vector](#) method)
- [resolution](#) ([bpy.types.Image](#) attribute)
  - ([bpy.types.MetaBall](#) attribute)
  - ([bpy.types.OceanModifier](#) attribute)
  - ([bpy.types.ShaderNodeTexPointDensity](#) attribute)
- [resolution\\_max](#) ([bpy.types.FluidDomainSettings](#) attribute)
- [resolution\\_mode](#) ([bpy.types.GeometryNodeMeshToVolume](#) attribute)
  - ([bpy.types.GeometryNodePointsToVolume](#) attribute)
  - ([bpy.types.GeometryNodeVolumeToMesh](#) attribute)
  - ([bpy.types.MeshToVolumeModifier](#) attribute)
  - ([bpy.types.VolumeToMeshModifier](#) attribute)
- [resolution\\_percentage](#) ([bpy.types.RenderSettings](#) attribute)
- [resolution\\_scale](#) ([bpy.types.RaytraceEEVEE](#) attribute)
- [resolution\\_u](#) ([bpy.types.Curve](#) attribute)
  - ([bpy.types.Spline](#) attribute)
- [resolution\\_v](#) ([bpy.types.Curve](#) attribute)
  - ([bpy.types.Spline](#) attribute)

- `region_2d_to_vector_3d()` (in module `bpy.extras.view3d_utils`)
- `region_as_string()` (`bpy.types.Text` method)
- `region_blend()` (in module `bpy.ops.screen`)
- `region_context_menu()` (in module `bpy.ops.screen`)
- `region_data` (in module `bpy.context`)
- `region_extend()` (in module `bmesh.ops`)
- `region_flip()` (in module `bpy.ops.screen`)
- `region_from_string()` (`bpy.types.Text` method)
- `region_location_from_cursor()` (`bpy.types.SpaceTextEditor` method)
- `region_popup` (in module `bpy.context`)
- `region_quadview()` (in module `bpy.ops.screen`)
- `region_scale()` (in module `bpy.ops.screen`)
- `region_to_loop()` (in module `bpy.ops.mesh`)
- `region_to_view()` (`bpy.types.View2D` method)
- `region_toggle()` (in module `bpy.ops.screen`)
- `RegionView3D` (class in `bpy.types`)
- `RegionView3D.perspective_matrix` (in module `bpy.types`)
- `RegionView3D.window_matrix` (in module `bpy.types`)
- `register()` (in module `bpy.app.timers`)
  - (in module `bpy.app.translations`)
- `register_all_users` (`bpy.types.PreferencesSystem` attribute)
- `register_class()` (in module `bpy.utils`)
- `register_classes_factory()` (in module `bpy.utils`)
- `register_cli_command()` (in module `bpy.utils`)
- `register_manual_map()` (in module `bpy.utils`)
- `register_pass()` (`bpy.types.RenderEngine` method)
- `register_preset_path()` (in module `bpy.utils`)
- `register_submodule_factory()` (in module `bpy.utils`)
- `register_tool()` (in module `bpy.utils`)
- `reiteration_method` (`bpy.types.Itasc` attribute)
- `rekey()` (in module `bpy.ops.particle`)
- `rel_max_x` (`bpy.types.CompositorNodeCrop` attribute)
- `rel_max_y` (`bpy.types.CompositorNodeCrop` attribute)
- `rel_min_x` (`bpy.types.CompositorNodeCrop` attribute)
- `rel_min_y` (`bpy.types.CompositorNodeCrop` attribute)
- `relation_line_position` (`bpy.types.Armature` attribute)
- `relative` (`aud.Handle` attribute)
  - (`aud.SequenceEntry` attribute)
  - (`bpy.types.CompositorNodeCrop` attribute)
- `relative_key` (`bpy.types.ShapeKey` attribute)
- `relative_offset` (`bpy.types.GreasePencilArrayModifier` attribute)
- `relative_offset_displace` (`bpy.types.ArrayModifier` attribute)
- `relax()` (in module `bpy.ops.pose`)
- `release()` (in module `bpy.app.icons`)
- `reload()` (`bpy.types.Image` method)
  - (`bpy.types.ImagePreview` method)
  - (`bpy.types.Library` method)
  - (in module `bpy.ops.cachefile`)
  - (in module `bpy.ops.clip`)
  - (in module `bpy.ops.image`)
  - (in module `bpy.ops.script`)
  - (in module `bpy.ops.sequencer`)
  - (in module `bpy.ops.text`)
- `reload_if_needed()` (`bpy.types.MovieStrip` method)
- `reloadtranslation()` (in module `bpy.ops.ui`)
- `relpath()` (in module `bpy.path`)
- `resolution_x` (`bpy.types.LightProbeVolume` attribute)
  - (`bpy.types.RenderSettings` attribute)
- `resolution_y` (`bpy.types.LightProbeVolume` attribute)
  - (`bpy.types.RenderSettings` attribute)
- `resolution_z` (`bpy.types.LightProbeVolume` attribute)
- `resolve_conflict()` (in module `bpy.ops.text`)
- `resolve_ncase()` (in module `bpy.path`)
- `resource_path()` (in module `bpy.utils`)
- `rest_density` (`bpy.types.SPHFluidSettings` attribute)
- `rest_length` (`bpy.types.FieldSettings` attribute)
  - (`bpy.types.SPHFluidSettings` attribute)
  - (`bpy.types.StretchToConstraint` attribute)
- `rest_shape_key` (`bpy.types.ClothSettings` attribute)
- `rest_source` (`bpy.types.CorrectiveSmoothModifier` attribute)
- `restitution` (`bpy.types.RigidBodyObject` attribute)
- `restore_item_to_default()` (`bpy.types.KeyMap` method)
- `restore_previous_action()` (in module `bpy.ops.poselib`)
- `restore_to_default()` (`bpy.types.KeyMap` method)
- `resume()` (`aud.DynamicMusic` method)
  - (`aud.Handle` method)
  - (`aud.PlaybackManager` method)
- `resync()` (`bpy.types.IDOverrideLibrary` method)
- `retiming_add_freeze_frame_slide()` (in module `bpy.ops.sequencer`)
- `retiming_add_transition_slide()` (in module `bpy.ops.sequencer`)
- `retiming_freeze_frame_add()` (in module `bpy.ops.sequencer`)
- `retiming_key_add()` (in module `bpy.ops.sequencer`)
- `retiming_key_delete()` (in module `bpy.ops.sequencer`)
- `retiming_reset()` (in module `bpy.ops.sequencer`)
- `retiming_segment_speed_set()` (in module `bpy.ops.sequencer`)
- `retiming_show()` (in module `bpy.ops.sequencer`)
- `retiming_transition_add()` (in module `bpy.ops.sequencer`)
- `RetimingKey` (class in `bpy.types`)
- `RetimingKeys` (class in `bpy.types`)
- `retopology_offset` (`bpy.types.View3DOverlay` attribute)
- `reveal()` (in module `bpy.ops.armature`)
  - (in module `bpy.ops.curve`)
  - (in module `bpy.ops.graph`)
  - (in module `bpy.ops.mesh`)
  - (in module `bpy.ops.particle`)
  - (in module `bpy.ops.pose`)
  - (in module `bpy.ops.uv`)
- `reveal_metaelems()` (in module `bpy.ops.mball`)
- `reverse()` (`aud.Sound` method)
- `reverse_colors()` (in module `bmesh.ops`)
- `reverse_faces()` (in module `bmesh.ops`)
- `reverse_uvcs()` (in module `bmesh.ops`)
- `reversed()` (`freestyle.types.StrokeVertexIterator` method)
- `revert_mainfile()` (in module `bpy.ops.wm`)
- `rgb_to_bw()` (in module `freestyle.utils`)
- `ridged_multi_fractal()` (in module `mathutils.noise`)
- `RigidBodyConstraint` (class in `bpy.types`)
- `RigidBodyObject` (class in `bpy.types`)
- `RigidBodyWorld` (class in `bpy.types`)
- `RigidBodyWorld.effector_weights` (in module `bpy.types`)
- `RigidBodyWorld.point_cache` (in module `bpy.types`)



- `remesh_mode` (`bpy.types.Mesh` attribute)
- `remesh_voxel_adaptivity` (`bpy.types.Mesh` attribute)
- `remesh_voxel_size` (`bpy.types.Mesh` attribute)
- `RemeshModifier` (class in `bpy.types`)
- `remote_url` (`bpy.types.UserExtensionRepo` attribute)
- `remove` (`bpy.types.CompositorNodeCryptomatte` attribute)
  - (`bpy.types.CompositorNodeCryptomatteV2` attribute)
- `remove()` (`aud.Sequence` method)
  - (`bmesh.types.BMEdgeSeq` method)
  - (`bmesh.types.BMEditSelSeq` method)
  - (`bmesh.types.BMFaceSeq` method)
  - (`bmesh.types.BMLayerCollection` method)
  - (`bmesh.types.BMVertSeq` method)
  - (`bpy.types.ActionChannelbagFCurves` method)
  - (`bpy.types.ActionChannelbagGroups` method)
  - (`bpy.types.ActionChannelbags` method)
  - (`bpy.types.ActionFCurves` method)
  - (`bpy.types.ActionGroups` method)
  - (`bpy.types.ActionLayers` method)
  - (`bpy.types.ActionPoseMarkers` method)
  - (`bpy.types.ActionSlots` method)
  - (`bpy.types.ActionStrips` method)
  - (`bpy.types.Addons` class method)
  - (`bpy.types.AnimDataDrivers` method)
  - (`bpy.types.AOVs` method)
  - (`bpy.types.ArmatureConstraintTargets` method)
  - (`bpy.types.ArmatureEditBones` method)
  - (`bpy.types.AssetLibraryCollection` class method)
  - (`bpy.types.AssetTags` method)
  - (`bpy.types.AttributeGroupCurves` method)
  - (`bpy.types.AttributeGroupGreasePencil` method)
  - (`bpy.types.AttributeGroupGreasePencilDrawing` method)
  - (`bpy.types.AttributeGroupMesh` method)
  - (`bpy.types.AttributeGroupPointCloud` method)
  - (`bpy.types.BlendDataActions` method)
  - (`bpy.types.BlendDataArmatures` method)
  - (`bpy.types.BlendDataBrushes` method)
  - (`bpy.types.BlendDataCameras` method)
  - (`bpy.types.BlendDataCollections` method)
  - (`bpy.types.BlendDataCurves` method)
  - (`bpy.types.BlendDataFonts` method)
  - (`bpy.types.BlendDataGreasePencils` method)
  - (`bpy.types.BlendDataGreasePencilsV3` method)
  - (`bpy.types.BlendDataHairCurves` method)
  - (`bpy.types.BlendDataImages` method)
  - (`bpy.types.BlendDataLattices` method)
  - (`bpy.types.BlendDataLibraries` method)
  - (`bpy.types.BlendDataLights` method)
  - (`bpy.types.BlendDataLineStyles` method)
  - (`bpy.types.BlendDataMasks` method)
  - (`bpy.types.BlendDataMaterials` method)
  - (`bpy.types.BlendDataMeshes` method)
  - (`bpy.types.BlendDataMetaBalls` method)
  - (`bpy.types.BlendDataMovieClips` method)
  - (`bpy.types.BlendDataNodeTrees` method)
  - (`bpy.types.BlendDataObjects` method)
  - (`bnv.tvnes.BlendDataPalettes` method)
- `rim_color` (`bpy.types.ShaderFxRim` attribute)
- `rim_vertex_group` (`bpy.types.SolidifyModifier` attribute)
- `rings_direction` (`bpy.types.ShaderNodeTexWave` attribute)
- `rip()` (in module `bpy.ops.mesh`)
  - (in module `bpy.ops.uv`)
- `rip_edge()` (in module `bpy.ops.mesh`)
- `rip_edge_move()` (in module `bpy.ops.mesh`)
- `rip_move()` (in module `bpy.ops.mesh`)
  - (in module `bpy.ops.uv`)
- `roll` (`bpy.types.EditBone` attribute)
- `roll_clear()` (in module `bpy.ops.armature`)
- `root_radius` (`bpy.types.ParticleSettings` attribute)
- `rot_clear()` (in module `bpy.ops.pose`)
- `rotate()` (in module `bmesh.ops`)
  - (in module `bpy.ops.transform`)
  - (in module `bpy.ops.view3d`)
  - (`mathutils.Euler` method)
  - (`mathutils.Matrix` method)
  - (`mathutils.Quaternion` method)
- `rotate_axis()` (`mathutils.Euler` method)
- `rotate_colors()` (in module `bmesh.ops`)
- `rotate_edges()` (in module `bmesh.ops`)
- `rotate_normal()` (in module `bpy.ops.transform`)
- `rotate_orthogonal()` (in module `bpy.ops.image`)
- `rotate_uv()` (in module `bmesh.ops`)
- `rotation` (`bpy.types.CameraBackgroundImage` attribute)
  - (`bpy.types.CompositorNodeBoxMask` attribute)
  - (`bpy.types.CompositorNodeEllipseMask` attribute)
  - (`bpy.types.GreasePencilLayer` attribute)
  - (`bpy.types.GreasePencilOffsetModifier` attribute)
  - (`bpy.types.MetaElement` attribute)
  - (`bpy.types.Particle` attribute)
  - (`bpy.types.ParticleInstanceModifier` attribute)
  - (`bpy.types.ParticleKey` attribute)
  - (`bpy.types.ShaderFxBlur` attribute)
  - (`bpy.types.ShaderFxGlow` attribute)
  - (`bpy.types.ShaderFxShadow` attribute)
  - (`bpy.types.StripTransform` attribute)
  - (`bpy.types.TextureMapping` attribute)
  - (`bpy.types.UVWarpModifier` attribute)
- `ROTATION` (in module `blf`)
- `rotation()` (in module `blf`)
- `Rotation()` (`mathutils.Matrix` class method)
- `rotation_angle` (`bpy.types.PreferencesView` attribute)
- `rotation_axis_angle` (`bpy.types.Object` attribute)
  - (`bpy.types.PoseBone` attribute)
  - (`bpy.types.View3DCursor` attribute)
- `rotation_clear()` (in module `bpy.ops.object`)
- `rotation_estimate` (`bpy.types.SoftBodySettings` attribute)
- `rotation_euler` (`bpy.types.FunctionNodeInputRotation` attribute)
  - (`bpy.types.Object` attribute)
  - (`bpy.types.PoseBone` attribute)
  - (`bpy.types.View3DCursor` attribute)
- `rotation_factor_random` (`bpy.types.ParticleSettings` attribute)
- `rotation_mode` (`bpy.types.DriverTarget` attribute)
  - (`bnv.tvnes.Object` attribute)

[\(bpy.types.BlendData method\)](#)

- [\(bpy.types.BlendDataParticles method\)](#)
- [\(bpy.types.BlendDataPointClouds method\)](#)
- [\(bpy.types.BlendDataProbes method\)](#)
- [\(bpy.types.BlendDataScenes method\)](#)
- [\(bpy.types.BlendDataSounds method\)](#)
- [\(bpy.types.BlendDataSpeakers method\)](#)
- [\(bpy.types.BlendDataTexts method\)](#)
- [\(bpy.types.BlendDataTextures method\)](#)
- [\(bpy.types.BlendDataVolumes method\)](#)
- [\(bpy.types.BlendDataWorlds method\)](#)
- [\(bpy.types.BoneCollections method\)](#)
- [\(bpy.types.bpy\\_prop\\_collection\\_idprop method\)](#)
- [\(bpy.types.CacheFileLayers method\)](#)
- [\(bpy.types.CameraBackgroundImages method\)](#)
- [\(bpy.types.ChannelDriverVariables method\)](#)
- [\(bpy.types.ColorRampElements method\)](#)
- [\(bpy.types.CompositorNodeOutputFileFileSlots method\)](#)
- [\(bpy.types.CompositorNodeOutputFileLayerSlots method\)](#)
- [\(bpy.types.CurveMapPoints method\)](#)
- [\(bpy.types.CurveProfilePoints method\)](#)
- [\(bpy.types.CurveSplines method\)](#)
- [\(bpy.types.FCurveKeyframePoints method\)](#)
- [\(bpy.types.FCurveModifiers method\)](#)
- [\(bpy.types.FModifierEnvelopeControlPoints method\)](#)
- [\(bpy.types.FreestyleModules method\)](#)
- [\(bpy.types.Gizmos method\)](#)
- [\(bpy.types.GPencilFrames method\)](#)
- [\(bpy.types.GreasePencilFrames method\)](#)
- [\(bpy.types.GreasePencilLayers method\)](#)
- [\(bpy.types.GreasePencilv3LayerGroup method\)](#)
- [\(bpy.types.GreasePencilv3Layers method\)](#)
- [\(bpy.types.Header class method\)](#)
- [\(bpy.types.IDOverrideLibraryProperties method\)](#)
- [\(bpy.types.IDOverrideLibraryPropertyOperations method\)](#)
- [\(bpy.types.KeyConfigurations method\)](#)
- [\(bpy.types.KeyingSetPaths method\)](#)
- [\(bpy.types.KeyMapItems method\)](#)
- [\(bpy.types.KeyMaps method\)](#)
- [\(bpy.types.Lightgroups method\)](#)
- [\(bpy.types.Linesets method\)](#)
- [\(bpy.types.LineStyleAlphaModifiers method\)](#)
- [\(bpy.types.LineStyleColorModifiers method\)](#)
- [\(bpy.types.LineStyleGeometryModifiers method\)](#)
- [\(bpy.types.LineStyleThicknessModifiers method\)](#)
- [\(bpy.types.LoopColors method\)](#)
- [\(bpy.types.MaskLayers method\)](#)
- [\(bpy.types.MaskSplinePoints method\)](#)
- [\(bpy.types.MaskSplines method\)](#)
- [\(bpy.types.Menu class method\)](#)
- [\(bpy.types.MetaBallElements method\)](#)
- [\(bpy.types.MovieTrackingObjects method\)](#)
- [\(bpy.types.NlaStrips method\)](#)
- [\(bpy.types.NlaTracks method\)](#)
- [\(bpy.types.NodeGeometryBakeItems method\)](#)
- [\(bpy.types.NodeGeometryCaptureAttributeItems method\)](#)
- [\(bpy.types.NodeGeometryForeachGeometryElementGenerationItems method\)](#)

[\(bpy.types.Object method\)](#)

- [\(bpy.types.ParticleSettings attribute\)](#)
- [\(bpy.types.PoseBone attribute\)](#)
- [\(bpy.types.View3DCursor attribute\)](#)
- [rotation\\_mode\\_set\(\) \(in module bpy.ops.pose\)](#)
- [rotation\\_quaternion \(bpy.types.Object attribute\)](#)
  - [\(bpy.types.PoseBone attribute\)](#)
  - [\(bpy.types.View3DCursor attribute\)](#)
- [rotation\\_range \(bpy.types.PivotConstraint attribute\)](#)
- [rotation\\_space \(bpy.types.FunctionNodeRotateRotation attribute\)](#)
- [rotation\\_start \(bpy.types.TransformStrip attribute\)](#)
- [rotation\\_type \(bpy.types.FunctionNodeRotateEuler attribute\)](#)
  - [\(bpy.types.ShaderNodeVectorRotate attribute\)](#)
- [rough\\_factor \(bpy.types.ParticleSettingsTextureSlot attribute\)](#)
- [roughness \(bpy.types.FModifierNoise attribute\)](#)
  - [\(bpy.types.Material attribute\)](#)
- [roughness\\_1 \(bpy.types.ParticleSettings attribute\)](#)
- [roughness\\_1\\_size \(bpy.types.ParticleSettings attribute\)](#)
- [roughness\\_2 \(bpy.types.ParticleSettings attribute\)](#)
- [roughness\\_2\\_size \(bpy.types.ParticleSettings attribute\)](#)
- [roughness\\_2\\_threshold \(bpy.types.ParticleSettings attribute\)](#)
- [roughness\\_end\\_shape \(bpy.types.ParticleSettings attribute\)](#)
- [roughness\\_endpoint \(bpy.types.ParticleSettings attribute\)](#)
- [round\\_cap\\_thickness\(\) \(freestyle.shaders.RoundCapShader method\)](#)
- [RoundCapShader \(class in freestyle.shaders\)](#)
- [rounding \(bpy.types.CompositorNodeBakeImage attribute\)](#)
- [rounding\\_mode \(bpy.types.FunctionNodeFloatToInt attribute\)](#)
- [roundness \(bpy.types.ThemeWidgetColors attribute\)](#)
- [rounds \(bpy.types.FreestyleLineStyle attribute\)](#)
  - [\(bpy.types.LineStyleGeometryModifier\\_Blueprint attribute\)](#)
- [row \(mathutils.Matrix attribute\)](#)
- [row\(\) \(bpy.types.UILayout method\)](#)
- [row\\_alternate \(bpy.types.ThemeFileBrowser attribute\)](#)
  - [\(bpy.types.ThemeOutliner attribute\)](#)
  - [\(bpy.types.ThemeSequenceEditor attribute\)](#)
  - [\(bpy.types.ThemeSpreadsheet attribute\)](#)
- [rule\\_add\(\) \(in module bpy.ops.boid\)](#)
- [rule\\_del\(\) \(in module bpy.ops.boid\)](#)
- [rule\\_fuzzy \(bpy.types.BoidState attribute\)](#)
- [rule\\_move\\_down\(\) \(in module bpy.ops.boid\)](#)
- [rule\\_move\\_up\(\) \(in module bpy.ops.boid\)](#)
- [ruler\\_add\(\) \(in module bpy.ops.view3d\)](#)
- [ruler\\_remove\(\) \(in module bpy.ops.view3d\)](#)
- [ruleset\\_type \(bpy.types.BoidState attribute\)](#)
- [run\\_script\(\) \(in module bpy.ops.text\)](#)

- (bpy.types.NodeGeometryForeachGeometryElementInputItems method)
- (bpy.types.NodeGeometryForeachGeometryElementMainItems method)
- (bpy.types.NodeGeometryRepeatOutputItems method)
- (bpy.types.NodeGeometrySimulationOutputItems method)
- (bpy.types.NodeIndexSwitchItems method)
- (bpy.types.NodeInputs method)
- (bpy.types.NodeLinks method)
- (bpy.types.NodeMenuSwitchItems method)
- (bpy.types.NodeOutputs method)
- (bpy.types.Nodes method)
- (bpy.types.NodeTreeInterface method)
- (bpy.types.ObjectConstraints method)
- (bpy.types.ObjectModifiers method)
- (bpy.types.ObjectShaderFx method)
- (bpy.types.PaletteColors method)
- (bpy.types.Panel class method)
- (bpy.types.PathCompareCollection class method)
- (bpy.types.PoseBoneConstraints method)
- (bpy.types.RenderViews method)
- (bpy.types.RetimingKey method)
- (bpy.types.ScriptDirectoryCollection class method)
- (bpy.types.StripModifiers method)
- (bpy.types.StripsMeta method)
- (bpy.types.StripsTopLevel method)
- (bpy.types.StudioLights method)
- (bpy.types.TimelineMarkers method)
- (bpy.types.UDIMTiles method)
- (bpy.types.UIList class method)
- (bpy.types.UserExtensionRepoCollection class method)
- (bpy.types.UVLoopLayers method)
- (bpy.types.VertexGroup method)
- (bpy.types.VertexGroups method)
- (bpy.types.ViewLayers method)
- (bpy.types.wmOwnerIDs method)
- (bpy.types.XrActionMapBindings method)
- (bpy.types.XrActionMapItems method)
- (bpy.types.XrActionMaps class method)
- (bpy.types.XrComponentPaths method)
- (bpy.types.XrUserPaths method)
- (in module bpy.ops.ptcache)
- (in module bpy.utils.previews)
- remove\_all\_vertices() (freestyle.types.Stroke method)
- remove\_curves() (bpy.types.Curves method)
- remove\_doubles() (in module bmesh.ops)
  - (in module bpy.ops.mesh)
  - (in module bpy.ops.particle)
  - (in module bpy.ops.uv)
- remove\_gpencil\_data() (bpy.types.BlendDataMaterials method)
- remove\_render\_slot() (in module bpy.ops.image)
- remove\_row\_filter\_rule() (in module bpy.ops.spreadsheet)
- remove\_strokes() (bpy.types.GreasePencilDrawing method)
- remove\_target() (in module bpy.ops.constraint)
- remove\_target\_shear (bpy.types.CopyTransformsConstraint attribute)
- remove\_threshold (bpy.types.VertexWeightEditModifier attribute)
- remove\_vertex() (freestyle.types.Stroke method)
- RemoveProperty() (in module bpy.props)
- rename() (bpy.types.ID method)

- `render()` (`bpy.types.RenderEngine` method)
  - (in module `bpy.ops.file`)
  - (in module `bpy.ops.marker`)
- `rename_channel()` (in module `bpy.ops.sequencer`)
- `render()` (`bpy.types.HydraRenderEngine` method)
  - (`bpy.types.RenderEngine` method)
  - (in module `bpy.ops.render`)
- `render_aa` (`bpy.types.SceneDisplay` attribute)
- `render_border()` (in module `bpy.ops.image`)
  - (in module `bpy.ops.view3d`)
- `render_border_max_x` (`bpy.types.SpaceView3D` attribute)
- `render_border_max_y` (`bpy.types.SpaceView3D` attribute)
- `render_border_min_x` (`bpy.types.SpaceView3D` attribute)
- `render_border_min_y` (`bpy.types.SpaceView3D` attribute)
- `render_cache_directory` (`bpy.types.PreferencesFilePaths` attribute)
- `render_cancel` (in module `bpy.app.handlers`)
- `render_changed()` (in module `bpy.ops.node`)
- `render_color_index` (`bpy.types.AttributeGroupMesh` attribute)
- `render_complete` (in module `bpy.app.handlers`)
- `render_display_type` (`bpy.types.PreferencesView` attribute)
- `render_frame_finish()` (`bpy.types.RenderEngine` method)
- `render_icon_size` (in module `bpy.app`)
- `render_init` (in module `bpy.app.handlers`)
- `render_levels` (`bpy.types.MultiresModifier` attribute)
  - (`bpy.types.SubsurfModifier` attribute)
- `render_output_directory` (`bpy.types.PreferencesFilePaths` attribute)
- `render_pass` (`bpy.types.View3DShading` attribute)
- `render_post` (in module `bpy.app.handlers`)
- `render_pre` (in module `bpy.app.handlers`)
- `render_preview_size` (in module `bpy.app`)
- `render_resolution` (`bpy.types.MetaBall` attribute)
- `render_resolution_u` (`bpy.types.Curve` attribute)
- `render_resolution_v` (`bpy.types.Curve` attribute)
- `render_stats` (in module `bpy.app.handlers`)
- `render_step` (`bpy.types.ParticleSettings` attribute)
- `render_steps` (`bpy.types.ScrewModifier` attribute)
- `render_type` (`bpy.types.ParticleSettings` attribute)
- `RENDER_UL_renderviews` (class in `bpy.types`)
- `render_view_add()` (in module `bpy.ops.scene`)
- `render_view_remove()` (in module `bpy.ops.scene`)
- `render_write` (in module `bpy.app.handlers`)
- `rendered_child_count` (`bpy.types.ParticleSettings` attribute)
- `RenderEngine` (class in `bpy.types`)
- `RenderEngine.camera_override` (in module `bpy.types`)
- `RenderEngine.resolution_x` (in module `bpy.types`)