

# Collection(ID)

base classes — `bpy_struct`, `ID`

**class** `bpy.types.Collection(ID)`

Collection of Object data-blocks

**active\_exporter\_index**

Active index in the exporters list

**TYPE:**

int in [0, inf], default 0

**all\_objects**

Objects that are in this collection and its child collections

**TYPE:**

`bpy_prop_collection` of `Object`, (readonly)

**children**

Collections that are immediate children of this collection

**TYPE:**

`CollectionChildren` `bpy_prop_collection` of `Collection`, (readonly)

**collection\_children**

Children collections with their parent-collection-specific settings

**TYPE:**

`bpy_prop_collection` of `CollectionChild`, (readonly)

**collection\_objects**

Objects of the collection with their parent-collection-specific settings

**TYPE:**

`bpy_prop_collection` of `CollectionObject`, (readonly)

**color\_tag**

Color tag for a collection

**TYPE:**

enum in `Collection Color Items`, default 'COLOR\_01'

**exporters**

Export Handlers configured for the collection

**TYPE:**

`bpy_prop_collection` of `CollectionExport`, (readonly)

**hide\_render**

Globally disable in renders

**TYPE:**

boolean, default False

**hide\_select**

Disable selection in viewport

**TYPE:**

boolean, default False

**hide\_viewport**

Globally disable in viewports

**TYPE:**

boolean, default False

**instance\_offset**

Offset from the origin to use when instancing

**TYPE:**

`mathutils.Vector` of 3 items in  $[-\infty, \infty]$ , default (0.0, 0.0, 0.0)

**lineart\_intersection\_mask**

Intersection generated by this collection will have this mask value

**TYPE:**

boolean array of 8 items, default (False, False, False, False, False, False, False, False)

**lineart\_intersection\_priority**

The intersection line will be included into the object with the higher intersection priority value

**TYPE:**

int in [0, 255], default 0

**lineart\_usage**

How to use this collection in Line Art calculation

- `INCLUDE` Include – Generate feature lines for this collection.
- `OCCLUSION_ONLY` Occlusion Only – Only use the collection to produce occlusion.
- `EXCLUDE` Exclude – Don't use this collection in Line Art.
- `INTERSECTION_ONLY` Intersection Only – Only generate intersection lines for this collection.
- `NO_INTERSECTION` No Intersection – Include this collection but do not generate intersection lines.
- `FORCE_INTERSECTION` Force Intersection – Generate intersection lines even with objects that disabled intersection.

**TYPE:**

enum in ['INCLUDE', 'OCCLUSION\_ONLY', 'EXCLUDE', 'INTERSECTION\_ONLY', 'NO\_INTERSECTION', 'FORCE\_INTERSECTION'], default 'INCLUDE'

**lineart\_use\_intersection\_mask**

Use custom intersection mask for faces in this collection

**TYPE:**

boolean, default False

**objects**

Objects that are directly in this collection

**TYPE:**

`CollectionObjects bpy_prop_collection` of `Object`, (readonly)

**use\_lineart\_intersection\_priority**

Assign intersection priority value for this collection

**TYPE:**

boolean, default False

**children\_recursive**

A list of all children from this collection.

(readonly)

**users\_dupli\_group**

The collection instance objects this collection is used in

(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`
- `ID.name`
- `ID.name_full`
- `ID.id_type`
- `ID.session_uid`
- `ID.is_evaluated`
- `ID.original`
- `ID.users`
- `ID.use_fake_user`
- `ID.use_extra_user`
- `ID.is_embedded_data`
- `ID.is_missing`
- `ID.is_runtime_data`
- `ID.is_editable`
- `ID.tag`
- `ID.is_library_indirect`
- `ID.library`
- `ID.library_weak_reference`
- `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.type_recast`
- `bpy_struct.values`
- `ID.rename`
- `ID.evaluated_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](#)
- [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

- [BlendData.collections](#)
- [BlendDataCollections.new](#)
- [BlendDataCollections.remove](#)
- [BooleanModifier.collection](#)
- [ClothCollisionSettings.collection](#)
- [Collection.children](#)
- [CollectionChildren.link](#)
- [CollectionChildren.unlink](#)
- [Context.collection](#)
- [DopeSheet.filter\\_collection](#)
- [DynamicPaintSurface.brush\\_collection](#)
- [EffectorWeights.collection](#)
- [FluidDomainSettings.effector\\_group](#)
- [FluidDomainSettings.fluid\\_group](#)
- [FluidDomainSettings.force\\_collection](#)
- [FreestyleLineSet.collection](#)
- [GeometryNodeInputCollection.collection](#)
- [GreasePencilLineartModifier.source\\_collection](#)
- [IDOverrideLibrary.resync](#)
- [LayerCollection.collection](#)
- [LightProbe.visibility\\_collection](#)
- [NodeSocketCollection.default\\_value](#)
- [NodeTreeInterfaceSocketCollection.default\\_value](#)
- [ObjectLightLinking.blocker\\_collection](#)
- [ObjectLightLinking.receiver\\_collection](#)
- [Object.instance\\_collection](#)
- [ParticleSettings.collision\\_collection](#)
- [ParticleSettings.instance\\_collection](#)
- [RigidBodyWorld.collection](#)
- [RigidBodyWorld.constraints](#)
- [Scene.collection](#)
- [SoftBodySettings.collision\\_collection](#)