GreasePencilLayer(bpy_struct)

base class — `bpy_struct`

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

Collection of related drawings

blend_mode

Blend mode

TYPE:

enum in ['REGULAR', 'HARDLIGHT', 'ADD', 'SUBTRACT', 'MULTIPLY', 'DIVIDE'], default 'REGULAR'

channel_color

TYPE:

`mathutils.Color` of 3 items in [0, inf], default (0.0, 0.0, 0.0)

frames

Grease Pencil frames

TYPE:

`GreasePencilFrames bpy_prop_collection` of `GreasePencilFrame`, (readonly)

hide

Set layer visibility

TYPE:

boolean, default False

ignore_locked_materials

Allow editing strokes even if they use locked materials

TYPE:

boolean, default False

lock

Protect layer from further editing and/or frame changes

TYPE:

boolean, default False

lock_frame

Lock current frame displayed by layer

TYPE:

boolean, default False

mask_layers

List of Masking Layers

TYPE:

`GreasePencilLayerMasks bpy_prop_collection` of `GreasePencilLayerMask`, (readonly)

matrix_local

Local transformation matrix of the layer

TYPE:

`mathutils.Matrix` of 4 * 4 items in [-inf, inf], default ((0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0 0.0)), (readonly)

matrix_parent_inverse

Inverse of layer's parent transformation matrix

TYPE:

`mathutils.Matrix` of 4 * 4 items in [-inf, inf], default ((0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0 0.0)), (readonly)

name

Layer name

TYPE:

string, default "", (never None)

opacity

Layer Opacity

TYPE:

float in [0, 1], default 0.0

parent

Parent object

TYPE:

`Object`

parent_bone

Name of parent bone. Only used when the parent object is an armature.

TYPE:

string, default "", (never None)

parent_group

The parent layer group this layer is part of

TYPE:

`GreasePencilLayerGroup`, (readonly)

pass_index

Index number for the "Layer Index" pass

TYPE:

int in [0, inf], default 0

radius_offset

Radius change to apply to current strokes

TYPE:

float in [-inf, inf], default 0.0

rotation

Euler rotation of the layer

TYPE:

`mathutils.Euler` rotation of 3 items in [-inf, inf], default (0.0, 0.0, 0.0)

scale

Scale of the layer

TYPE:

`mathutils.Vector` of 3 items in [-inf, inf], default (1.0, 1.0, 1.0)

select

Layer is selected for editing in the Dope Sheet

TYPE:

boolean, default False

tint_color

Color for tinting stroke colors

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

tint_factor

Factor of tinting color

TYPE:

float in [0, 1], default 0.0

translation

Translation of the layer

TYPE:

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

use_lights

Enable the use of lights on stroke and fill materials

TYPE:

boolean, default False

use_masks

The visibility of drawings on this layer is affected by the layers in its masks list

TYPE:

boolean, default False

use_onion_skinning

Display onion skins before and after the current frame

TYPE:

boolean, default False

use_viewlayer_masks

Include the mask layers when rendering the view-layer

TYPE:

boolean, default False

viewlayer_render

Only include Layer in this View Layer render output (leave blank to include always)

TYPE:

string, default '"', (never None)

get_frame_at(frame_number)

Get the frame at given frame number

PARAMETERS:

frame_number (*int in [-1048574, 1048574]*) – Frame Number

RETURNS:

Frame

RETURN TYPE:

GreasePencilFrame

current_frame()

The Grease Pencil frame at the current scene time on this layer

RETURN TYPE:

GreasePencilFrame

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.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.is_property_overridable_library
- bpy_struct.is_property_readonly
- bpy_struct.is_property_set
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values

References

- GreasePencilv3.layers
- GreasePencilv3Layers.active
- GreasePencilv3Layers.move
- GreasePencilv3Layers.move_bottom
- GreasePencilv3Layers.move_to_layer_group
- GreasePencilv3Layers.move_top
- GreasePencilv3Layers.new
- GreasePencilv3Layers.remove