

- [cache\(\)](#) (aud.Sound method)
- [cache_cloth](#) (bpy.types.SpaceDopeSheetEditor attribute)
- [cache_data_format](#) (bpy.types.FluidDomainSettings attribute)
- [cache_directory](#) (bpy.types.FluidDomainSettings attribute)
- [cache_dynamicpaint](#) (bpy.types.SpaceDopeSheetEditor attribute)
- [cache_file](#) (bpy.types.MeshSequenceCacheModifier attribute)
 - (bpy.types.TransformCacheConstraint attribute)
- [cache_format](#) (bpy.types.MeshCacheModifier attribute)
- [cache_frame_end](#) (bpy.types.FluidDomainSettings attribute)
- [cache_frame_offset](#) (bpy.types.FluidDomainSettings attribute)
- [cache_frame_pause_data](#) (bpy.types.FluidDomainSettings attribute)
- [cache_frame_pause_guide](#) (bpy.types.FluidDomainSettings attribute)
- [cache_frame_pause_mesh](#) (bpy.types.FluidDomainSettings attribute)
- [cache_frame_pause_noise](#) (bpy.types.FluidDomainSettings attribute)
- [cache_frame_pause_particles](#) (bpy.types.FluidDomainSettings attribute)
- [cache_frame_start](#) (bpy.types.FluidDomainSettings attribute)
- [cache_mesh_format](#) (bpy.types.FluidDomainSettings attribute)
- [cache_noise_format](#) (bpy.types.FluidDomainSettings attribute)
- [cache_particle_format](#) (bpy.types.FluidDomainSettings attribute)
- [cache_particles](#) (bpy.types.SpaceDopeSheetEditor attribute)
- [cache_point_density\(\)](#) (bpy.types.ShaderNodeTexPointDensity method)
- [cache_release\(\)](#) (bpy.types.Object method)
- [cache_resumable](#) (bpy.types.FluidDomainSettings attribute)
- [cache_rigidbody](#) (bpy.types.SpaceDopeSheetEditor attribute)
- [cache_simulation_nodes](#) (bpy.types.SpaceDopeSheetEditor attribute)
- [cache_smoke](#) (bpy.types.SpaceDopeSheetEditor attribute)
- [cache_softbody](#) (bpy.types.SpaceDopeSheetEditor attribute)
- [cache_type](#) (bpy.types.FluidDomainSettings attribute)
- [CacheFile](#) (class in bpy.types)
 - [CacheFile.animation_data](#) (in module bpy.types)
 - [CacheFile.layers](#) (in module bpy.types)
 - [CacheFile.object_paths](#) (in module bpy.types)
- [CacheFileLayer](#) (class in bpy.types)
- [CacheFileLayers](#) (class in bpy.types)
- [CacheObjectPath](#) (class in bpy.types)
- [CacheObjectPaths](#) (class in bpy.types)
- [cage_extrusion](#) (bpy.types.BakeSettings attribute)
- [cage_object](#) (bpy.types.BakeSettings attribute)
- [calc_angle\(\)](#) (bmesh.types.BMLoop method)
- [calc_area\(\)](#) (bmesh.types.BMFace method)
- [calc_center_bounds\(\)](#) (bmesh.types.BMFace method)
- [calc_center_median\(\)](#) (bmesh.types.BMFace method)
- [calc_center_median_weighted\(\)](#) (bmesh.types.BMFace method)
- [calc_edge_angle\(\)](#) (bmesh.types.BMVert method)
- [calc_face_angle\(\)](#) (bmesh.types.BMEdge method)
- [calc_face_angle_signed\(\)](#) (bmesh.types.BMEdge method)
- [calc_length\(\)](#) (bmesh.types.BMEdge method)
 - (bpy.types.Spline method)
- [calc_loop_triangles\(\)](#) (bmesh.types.BMesh method)
 - (bpy.types.Mesh method)
- [calc_matrix_camera\(\)](#) (bpy.types.Object method)
- [calc_normal\(\)](#) (bmesh.types.BMLoop method)
- [calc_perimeter\(\)](#) (bmesh.types.BMFace method)
- [color_texture](#) (gpu.types.GPUOffScreen attribute)
- [color_type](#) (bpy.types.Brush attribute)
 - (bpy.types.View3DShading attribute)
- [color_value](#) (bpy.types.CompositorNodeColorMatte attribute)
- [ColorBalanceModifier](#) (class in bpy.types)
 - [ColorBalanceModifier.color_balance](#) (in module bpy.types)
- [ColorManagedDisplaySettings](#) (class in bpy.types)
- [ColorManagedInputColorspaceSettings](#) (class in bpy.types)
- [ColorManagedSequencerColorspaceSettings](#) (class in bpy.types)
- [ColorManagedViewSettings](#) (class in bpy.types)
 - [ColorManagedViewSettings.curve_mapping](#) (in module bpy.types)
- [ColorMapping](#) (class in bpy.types)
 - [ColorMapping.color_ramp](#) (in module bpy.types)
- [ColorMixStrip](#) (class in bpy.types)
 - [ColorMixStrip.input_count](#) (in module bpy.types)
- [ColorNoiseShader](#) (class in freestyle.shaders)
- [ColorRamp](#) (class in bpy.types)
 - [ColorRamp.elements](#) (in module bpy.types)
- [ColorRampElement](#) (class in bpy.types)
- [ColorRampElements](#) (class in bpy.types)
- [colors_reverse\(\)](#) (in module bpy.ops.mesh)
- [colors_rotate\(\)](#) (in module bpy.ops.mesh)
- [ColorStrip](#) (class in bpy.types)
 - [ColorStrip.input_count](#) (in module bpy.types)
- [column\(\)](#) (bpy.types.UILayout method)
- [column_flow\(\)](#) (bpy.types.UILayout method)
- [column_name](#) (bpy.types.SpreadsheetRowFilter attribute)
- [comment_toggle\(\)](#) (in module bpy.ops.text)
- [compare\(\)](#) (bpy.types.KeyMapItem method)
- [component](#) (bpy.types.GeometryNodeAttributeDomainSize attribute)
 - (bpy.types.ShaderNodeBsdfHair attribute)
 - (bpy.types.ShaderNodeBsdfToon attribute)
- [composite_cancel](#) (in module bpy.app.handlers)
- [composite_post](#) (in module bpy.app.handlers)
- [composite_pre](#) (in module bpy.app.handlers)
- [compositor_denoise_final_quality](#) (bpy.types.RenderSettings attribute)
- [compositor_denoise_preview_quality](#) (bpy.types.RenderSetting attribute)
- [compositor_device](#) (bpy.types.RenderSettings attribute)
- [compositor_precision](#) (bpy.types.RenderSettings attribute)
- [CompositorNode](#) (class in bpy.types)
- [CompositorNodeAlphaOver](#) (class in bpy.types)
- [CompositorNodeAntiAliasing](#) (class in bpy.types)
- [CompositorNodeBilateralBlur](#) (class in bpy.types)
- [CompositorNodeBlur](#) (class in bpy.types)
- [CompositorNodeBokehBlur](#) (class in bpy.types)
- [CompositorNodeBokehImage](#) (class in bpy.types)
- [CompositorNodeBoxMask](#) (class in bpy.types)
- [CompositorNodeBrightContrast](#) (class in bpy.types)
- [CompositorNodeChannelMatte](#) (class in bpy.types)

- `calc_point_density()` (`bpy.types.ShaderNodeTexPointDensity` method)
- `calc_point_density_minmax()` (`bpy.types.ShaderNodeTexPointDensity` method)
- `calc_shell_factor()` (`bmesh.types.BMVert` method)
- `calc_smooth_groups()` (`bpy.types.Mesh` method)
- `calc_tangent()` (`bmesh.types.BMEdge` method)
 - (`bmesh.types.BMLoop` method)
- `calc_tangent_edge()` (`bmesh.types.BMFace` method)
- `calc_tangent_edge_diagonal()` (`bmesh.types.BMFace` method)
- `calc_tangent_edge_pair()` (`bmesh.types.BMFace` method)
- `calc_tangent_vert_diagonal()` (`bmesh.types.BMFace` method)
- `calc_tangents()` (`bpy.types.Mesh` method)
- `calc_volume()` (`bmesh.types.BMesh` method)
- `calculate_roll()` (in module `bpy.ops.armature`)
- `call_asset_shelf_popover()` (in module `bpy.ops.wm`)
- `call_menu()` (in module `bpy.ops.wm`)
- `call_menu_pie()` (in module `bpy.ops.wm`)
- `call_panel()` (in module `bpy.ops.wm`)
- `CalligraphicShader` (class in `freestyle.shaders`)
- `camera` (`bpy.types.FollowTrackConstraint` attribute)
 - (`bpy.types.ObjectSolverConstraint` attribute)
 - (`bpy.types.Scene` attribute)
 - (`bpy.types.SpaceView3D` attribute)
 - (`bpy.types.ThemeView3D` attribute)
 - (`bpy.types.TimelineMarker` attribute)
- `Camera` (class in `bpy.types`)
- `camera` (in module `bpy.context`)
- `Camera.animation_data` (in module `bpy.types`)
- `Camera.background_images` (in module `bpy.types`)
- `Camera.dof` (in module `bpy.types`)
- `Camera.stereo` (in module `bpy.types`)
- `camera_add()` (in module `bpy.ops.object`)
- `camera_background_image_add()` (in module `bpy.ops.view3d`)
- `camera_background_image_remove()` (in module `bpy.ops.view3d`)
- `camera_bind()` (in module `bpy.ops.marker`)
- `camera_fit_coords()` (`bpy.types.Object` method)
- `camera_model_matrix()` (`bpy.types.RenderEngine` method)
- `camera_passepartout` (`bpy.types.ThemeView3D` attribute)
- `camera_path` (`bpy.types.ThemeView3D` attribute)
- `camera_preset_add()` (in module `bpy.ops.clip`)
- `camera_shift_x()` (`bpy.types.RenderEngine` method)
- `camera_suffix` (`bpy.types.SceneRenderView` attribute)
- `camera_to_view()` (in module `bpy.ops.view3d`)
- `camera_to_view_selected()` (in module `bpy.ops.view3d`)
- `CameraBackgroundImage` (class in `bpy.types`)
- `CameraBackgroundImage.clip_user` (in module `bpy.types`)
- `CameraBackgroundImage.image_user` (in module `bpy.types`)
- `CameraBackgroundImage.is_override_data` (in module `bpy.types`)
- `CameraBackgroundImages` (class in `bpy.types`)
- `CameraDOFSettings` (class in `bpy.types`)
- `CameraSolverConstraint` (class in `bpy.types`)
- `CameraStereoData` (class in `bpy.types`)
- `cancel()` (`bpy.types.Operator` method)
 - (in module `bpy.ops.file`)
- `canvas` (`bpy.types.ImagePaint` attribute)
- `canvas_image` (`bpy.types.PaintModeSettings` attribute)
- `canvas_source` (`bpy.types.PaintModeSettings` attribute)
- `CompositorNodeChromaMatte` (class in `bpy.types`)
- `CompositorNodeColorBalance` (class in `bpy.types`)
- `CompositorNodeColorCorrection` (class in `bpy.types`)
- `CompositorNodeColorMatte` (class in `bpy.types`)
- `CompositorNodeColorSpill` (class in `bpy.types`)
- `CompositorNodeCombHSVA` (class in `bpy.types`)
- `CompositorNodeCombineColor` (class in `bpy.types`)
- `CompositorNodeCombineXYZ` (class in `bpy.types`)
- `CompositorNodeCombRGBA` (class in `bpy.types`)
- `CompositorNodeCombYCCA` (class in `bpy.types`)
- `CompositorNodeCombYUVA` (class in `bpy.types`)
- `CompositorNodeComposite` (class in `bpy.types`)
- `CompositorNodeConvertColorSpace` (class in `bpy.types`)
- `CompositorNodeCornerPin` (class in `bpy.types`)
- `CompositorNodeCrop` (class in `bpy.types`)
- `CompositorNodeCryptomatte` (class in `bpy.types`)
- `CompositorNodeCryptomatteV2` (class in `bpy.types`)
- `CompositorNodeCryptomatteV2.entries` (in module `bpy.types`)
- `CompositorNodeCryptomatteV2.has_layers` (in module `bpy.types`)
- `CompositorNodeCryptomatteV2.has_views` (in module `bpy.types`)
- `CompositorNodeCurveRGB` (class in `bpy.types`)
- `CompositorNodeCurveRGB.mapping` (in module `bpy.types`)
- `CompositorNodeCurveVec` (class in `bpy.types`)
- `CompositorNodeCurveVec.mapping` (in module `bpy.types`)
- `CompositorNodeCustomGroup` (class in `bpy.types`)
- `CompositorNodeDBlur` (class in `bpy.types`)
- `CompositorNodeDefocus` (class in `bpy.types`)
- `CompositorNodeDenoise` (class in `bpy.types`)
- `CompositorNodeDespeckle` (class in `bpy.types`)
- `CompositorNodeDiffMatte` (class in `bpy.types`)
- `CompositorNodeDilateErode` (class in `bpy.types`)
- `CompositorNodeDisplace` (class in `bpy.types`)
- `CompositorNodeDistanceMatte` (class in `bpy.types`)
- `CompositorNodeDoubleEdgeMask` (class in `bpy.types`)
- `CompositorNodeEllipseMask` (class in `bpy.types`)
- `CompositorNodeExposure` (class in `bpy.types`)
- `CompositorNodeFilter` (class in `bpy.types`)
- `CompositorNodeFlip` (class in `bpy.types`)
- `CompositorNodeGamma` (class in `bpy.types`)
- `CompositorNodeGlare` (class in `bpy.types`)
- `CompositorNodeGroup` (class in `bpy.types`)
- `CompositorNodeHueCorrect` (class in `bpy.types`)
- `CompositorNodeHueCorrect.mapping` (in module `bpy.types`)
- `CompositorNodeHueSat` (class in `bpy.types`)
- `CompositorNodeIDMask` (class in `bpy.types`)
- `CompositorNodeImage` (class in `bpy.types`)
- `CompositorNodeImage.has_layers` (in module `bpy.types`)
- `CompositorNodeImage.has_views` (in module `bpy.types`)
- `CompositorNodeInpaint` (class in `bpy.types`)
- `CompositorNodeInvert` (class in `bpy.types`)
- `CompositorNodeKeying` (class in `bpy.types`)
- `CompositorNodeKeyingScreen` (class in `bpy.types`)
- `CompositorNodeKuwahara` (class in `bpy.types`)
- `CompositorNodeLensdist` (class in `bpy.types`)

- caps (bpy.types.FreestyleLineStyle attribute)
- caps_set() (in module bpy.ops.grease_pencil)
- caps_type (bpy.types.BrushGpencilSettings attribute)
- capture_attribute_item_add() (in module bpy.ops.node)
- capture_attribute_item_move() (in module bpy.ops.node)
- capture_attribute_item_remove() (in module bpy.ops.node)
- capture_distance (bpy.types.LightProbeVolume attribute)
- capture_emission (bpy.types.LightProbeVolume attribute)
- capture_indirect (bpy.types.LightProbeVolume attribute)
- capture_world (bpy.types.LightProbeVolume attribute)
- case_set() (in module bpy.ops.font)
- case_toggle() (in module bpy.ops.font)
- cast_type (bpy.types.CastModifier attribute)
- CastModifier (class in bpy.types)
- catadioptric (bpy.types.CompositorNodeBokehImage attribute)
- catalog_delete() (in module bpy.ops.asset)
- catalog_id (bpy.types.AssetMetaData attribute)
 - (bpy.types.FileAssetSelectParams attribute)
- catalog_new() (in module bpy.ops.asset)
- catalog_redo() (in module bpy.ops.asset)
- catalog_undo() (in module bpy.ops.asset)
- catalog_undo_push() (in module bpy.ops.asset)
- catalogs_save() (in module bpy.ops.asset)
- categories (in module bpy.utils.units)
- category_animation (bpy.types.FileSelectIDFilter attribute)
- category_environment (bpy.types.FileSelectIDFilter attribute)
- category_geometry (bpy.types.FileSelectIDFilter attribute)
- category_image (bpy.types.FileSelectIDFilter attribute)
- category_misc (bpy.types.FileSelectIDFilter attribute)
- category_object (bpy.types.FileSelectIDFilter attribute)
- category_scene (bpy.types.FileSelectIDFilter attribute)
- category_shading (bpy.types.FileSelectIDFilter attribute)
- cavity_ridge_factor (bpy.types.View3DShading attribute)
- cavity_type (bpy.types.View3DShading attribute)
- cavity_valley_factor (bpy.types.View3DShading attribute)
- cell() (in module mathutils.noise)
- cell_vector() (in module mathutils.noise)
- center (bpy.types.GreasePencilHookModifier attribute)
 - (bpy.types.HookModifier attribute)
 - (bpy.types.UVWarpModifier attribute)
- center_x (bpy.types.CompositorNodeDBlur attribute)
- center_y (bpy.types.CompositorNodeDBlur attribute)
- central_cylindrical_radius (bpy.types.Camera attribute)
- central_cylindrical_range_u_max (bpy.types.Camera attribute)
- central_cylindrical_range_u_min (bpy.types.Camera attribute)
- central_cylindrical_range_v_max (bpy.types.Camera attribute)
- central_cylindrical_range_v_min (bpy.types.Camera attribute)
- cfl_condition (bpy.types.FluidDomainSettings attribute)
- Chain (class in freestyle.types)
- chain() (freestyle.types.Operators static method)
- chain_count (bpy.types.FreestyleLineStyle attribute)
 - (bpy.types.KinematicConstraint attribute)
 - (bpy.types.SplineIKConstraint attribute)
- chaining (bpy.types.FreestyleLineStyle attribute)
- chaining_image_threshold (bpy.types.GreasePencilLineartModifier attribute)
- chaining_time_stamp (freestyle.types.ViewEdge attribute)
- ChainingIterator (class in freestyle.types)
- CompositorNodeLevels (class in bpy.types)
- CompositorNodeLumaMatte (class in bpy.types)
- CompositorNodeMapRange (class in bpy.types)
- CompositorNodeMapUV (class in bpy.types)
- CompositorNodeMapValue (class in bpy.types)
- CompositorNodeMask (class in bpy.types)
- CompositorNodeMath (class in bpy.types)
- CompositorNodeMixRGB (class in bpy.types)
- CompositorNodeMovieClip (class in bpy.types)
- CompositorNodeMovieDistortion (class in bpy.types)
- CompositorNodeNormal (class in bpy.types)
- CompositorNodeNormalize (class in bpy.types)
- CompositorNodeOutputFile (class in bpy.types)
- CompositorNodeOutputFile.file_slots (in module bpy.types)
- CompositorNodeOutputFile.format (in module bpy.types)
- CompositorNodeOutputFile.layer_slots (in module bpy.types)
- CompositorNodeOutputFileFileSlots (class in bpy.types)
- CompositorNodeOutputFileLayerSlots (class in bpy.types)
- CompositorNodePixelate (class in bpy.types)
- CompositorNodePlaneTrackDeform (class in bpy.types)
- CompositorNodePosterize (class in bpy.types)
- CompositorNodePremulKey (class in bpy.types)
- CompositorNodeRGB (class in bpy.types)
- CompositorNodeRGBToBW (class in bpy.types)
- CompositorNodeRLayers (class in bpy.types)
- CompositorNodeRotate (class in bpy.types)
- CompositorNodeScale (class in bpy.types)
- CompositorNodeSceneTime (class in bpy.types)
- CompositorNodeSeparateColor (class in bpy.types)
- CompositorNodeSeparateXYZ (class in bpy.types)
- CompositorNodeSepHSVA (class in bpy.types)
- CompositorNodeSepRGBA (class in bpy.types)
- CompositorNodeSepYCCA (class in bpy.types)
- CompositorNodeSepYUVA (class in bpy.types)
- CompositorNodeSetAlpha (class in bpy.types)
- CompositorNodeSplit (class in bpy.types)
- CompositorNodeStabilize (class in bpy.types)
- CompositorNodeSunBeams (class in bpy.types)
- CompositorNodeSwitch (class in bpy.types)
- CompositorNodeSwitchView (class in bpy.types)
- CompositorNodeTexture (class in bpy.types)
- CompositorNodeTime (class in bpy.types)
- CompositorNodeTime.curve (in module bpy.types)
- CompositorNodeTonemap (class in bpy.types)
- CompositorNodeTrackPos (class in bpy.types)
- CompositorNodeTransform (class in bpy.types)
- CompositorNodeTranslate (class in bpy.types)
- CompositorNodeTree (class in bpy.types)
- CompositorNodeValToRGB (class in bpy.types)
- CompositorNodeValToRGB.color_ramp (in module bpy.types)
- CompositorNodeValue (class in bpy.types)
- CompositorNodeVecBlur (class in bpy.types)
- CompositorNodeViewer (class in bpy.types)
- CompositorNodeZcombine (class in bpy.types)
- compression (bpy.types.ImageFormatSettings attribute)
 - (bpy.types.PointCache attribute)
 - (bpy.types.PointCacheItem attribute)

- ChainingTimeStampFID (class in freestyle.functions)
- ChainPredicateIterator (class in freestyle.chainingiterators)
- ChainSilhouetteIterator (class in freestyle.chainingiterators)
- change_character() (in module bpy.ops.font)
- change_effect_input() (in module bpy.ops.sequencer)
- change_effect_type() (in module bpy.ops.sequencer)
- change_frame() (in module bpy.ops.anim)
 - (in module bpy.ops.clip)
 - (in module bpy.ops.image)
- change_orientation() (freestyle.types.ViewEdgeIterator method)
- change_path() (in module bpy.ops.sequencer)
- change_scene() (in module bpy.ops.sequencer)
- change_spacing() (in module bpy.ops.font)
- change_spreadsheet_data_source() (in module bpy.ops.spreadsheet)
- channel (bpy.types.CompositorNodeColorSpill attribute)
 - (bpy.types.CompositorNodeDistanceMatte attribute)
 - (bpy.types.CompositorNodeLevels attribute)
 - (bpy.types.Strip attribute)
- channel_color (bpy.types.GreasePencilLayer attribute)
 - (bpy.types.GreasePencilLayerGroup attribute)
- channel_group (bpy.types.ThemeDopeSheet attribute)
 - (bpy.types.ThemeGraphEditor attribute)
- channel_select_keys() (in module bpy.ops.anim)
- channel_view_pick() (in module bpy.ops.anim)
- channelbag() (bpy.types.ActionKeyframeStrip method)
- ChannelDriverVariables (class in bpy.types)
- channels (aud.Device attribute)
 - (aud.Sequence attribute)
 - (bpy.types.ThemeDopeSheet attribute)
 - (inbuf.types.ImBuf attribute)
- channels_bake() (in module bpy.ops.anim)
- channels_clean_empty() (in module bpy.ops.anim)
- channels_click() (in module bpy.ops.anim)
 - (in module bpy.ops.nla)
- channels_collapse() (in module bpy.ops.anim)
- channels_delete() (in module bpy.ops.anim)
- channels_editable_toggle() (in module bpy.ops.anim)
- channels_expand() (in module bpy.ops.anim)
- channels_fcurves_enable() (in module bpy.ops.anim)
- channels_group() (in module bpy.ops.anim)
- CHANNELS_INVALID (in module aud)
- CHANNELS_MONO (in module aud)
- channels_move() (in module bpy.ops.anim)
- channels_region (bpy.types.ThemeGraphEditor attribute)
- channels_rename() (in module bpy.ops.anim)
- channels_select_all() (in module bpy.ops.anim)
- channels_select_box() (in module bpy.ops.anim)
- channels_select_filter() (in module bpy.ops.anim)
- channels_selected (bpy.types.ThemeDopeSheet attribute)
- channels_setting_disable() (in module bpy.ops.anim)
- channels_setting_enable() (in module bpy.ops.anim)
- channels_setting_toggle() (in module bpy.ops.anim)
- CHANNELS_STEREO (in module aud)
- CHANNELS_STEREO_LFE (in module aud)
- CHANNELS_SURROUND4 (in module aud)
- CHANNELS_SURROUND5 (in module aud)
- compression_damping (bpy.types.ClothSettings attribute)
- compression_stiffness (bpy.types.ClothSettings attribute)
- compression_stiffness_max (bpy.types.ClothSettings attribute)
- compute_bbone_handles() (bpy.types.PoseBone method)
- compute_bbox() (freestyle.types.SShape method)
- compute_sampling() (freestyle.types.Stroke method)
- compute_shader_support_get() (in module gpu.capabilities)
- compute_source() (gpu.types.GPUShaderCreateInfo method)
- concurrent_time_alignment (bpy.types.GreasePencilBuildModifi attribute)
- cone_angle_inner (aud.Handle attribute)
 - (aud.SequenceEntry attribute)
 - (bpy.types.Speaker attribute)
- cone_angle_outer (aud.Handle attribute)
 - (aud.SequenceEntry attribute)
 - (bpy.types.Speaker attribute)
- cone_volume_outer (aud.Handle attribute)
 - (aud.SequenceEntry attribute)
 - (bpy.types.Speaker attribute)
- connect() (in module bpy.ops.rigidbody)
 - (in module bpy.ops.sequencer)
- connect_hair() (in module bpy.ops.particle)
- connect_sockets() (in module bpy_extras.node_utils)
- connect_strips_by_default (bpy.types.PreferencesEdit attribute)
- connect_to_output() (in module bpy.ops.node)
- connect_vert_pair() (in module bmesh.ops)
- connect_verts() (in module bmesh.ops)
- connect_verts_concave() (in module bmesh.ops)
- connect_verts_nonplanar() (in module bmesh.ops)
- ConsoleLine (class in bpy.types)
- constant_detail_resolution (bpy.types.Sculpt attribute)
- constant_offset (bpy.types.GreasePencilArrayModifier attribute)
- constant_offset_displace (bpy.types.ArrayModifier attribute)
- constant_rate_factor (bpy.types.FFMpegSettings attribute)
- ConstantColorShader (class in freestyle.shaders)
- ConstantThicknessShader (class in freestyle.shaders)
- ConstrainedIncreasingThicknessShader (class in freestyle.shaders)
- Constraint (class in bpy.types)
- Constraint.error_location (in module bpy.types)
- Constraint.error_rotation (in module bpy.types)
- Constraint.is_override_data (in module bpy.types)
- Constraint.is_valid (in module bpy.types)
- Constraint.type (in module bpy.types)
- constraint_add() (in module bpy.ops.object)
 - (in module bpy.ops.pose)
 - (in module bpy.ops.rigidbody)
- constraint_add_with_targets() (in module bpy.ops.object)
 - (in module bpy.ops.pose)
- constraint_operation() (in module bpy.ops.outliner)
- constraint_remove() (in module bpy.ops.rigidbody)
- constraint_to_fcurve() (in module bpy.ops.clip)
- constraints (bpy.types.RigidBodyWorld attribute)
- constraints_clear() (in module bpy.ops.object)
 - (in module bpy.ops.pose)
- constraints_copy() (in module bpy.ops.object)

- CHANNELS_SURROUND51 (in module aud)
- CHANNELS_SURROUND61 (in module aud)
- CHANNELS_SURROUND71 (in module aud)
- channels_ungroup() (in module bpy.ops.anim)
- channels_view_selected() (in module bpy.ops.anim)
- character_weight (bpy.types.ThemeFontStyle attribute)
- charge (bpy.types.EffectorWeights attribute)
- check (bpy.types.CompositorNodeSwitch attribute)
- check() (bpy.types.Operator method)
 - (bpy_extras.io_utils.ExportHelper method)
 - (bpy_extras.io_utils.ImportHelper method)
- checker_distance (bpy.types.ImageTexture attribute)
- checkViewEdge() (freestyle.chainingiterators.pyExternalContourChainingIterator method)
- child_length (bpy.types.ParticleSettings attribute)
- child_length_threshold (bpy.types.ParticleSettings attribute)
- child_number (bpy.types.BoneCollection attribute)
- child_parting_factor (bpy.types.ParticleSettings attribute)
- child_parting_max (bpy.types.ParticleSettings attribute)
- child_parting_min (bpy.types.ParticleSettings attribute)
- child_percent (bpy.types.ParticleSettings attribute)
- child_radius (bpy.types.ParticleSettings attribute)
- child_roundness (bpy.types.ParticleSettings attribute)
- child_seed (bpy.types.ParticleSystem attribute)
- child_size (bpy.types.ParticleSettings attribute)
- child_size_random (bpy.types.ParticleSettings attribute)
- child_type (bpy.types.ParticleSettings attribute)
- childof_clear_inverse() (in module bpy.ops.constraint)
- childof_set_inverse() (in module bpy.ops.constraint)
- ChildOfConstraint (class in bpy.types)
- ChildParticle (class in bpy.types)
- choke (bpy.types.SoftBodySettings attribute)
- choppiness (bpy.types.OceanModifier attribute)
- cineon_black (bpy.types.ImageFormatSettings attribute)
- cineon_gamma (bpy.types.ImageFormatSettings attribute)
- cineon_white (bpy.types.ImageFormatSettings attribute)
- clamp (bpy.types.GeometryNodeSampleIndex attribute)
 - (bpy.types.GlowStrip attribute)
 - (bpy.types.ShaderNodeMapRange attribute)
- clamp() (in module bl_math)
- clamp_direct (bpy.types.LightProbeVolume attribute)
- clamp_factor (bpy.types.ShaderNodeMix attribute)
- clamp_indirect (bpy.types.LightProbeVolume attribute)
- clamp_result (bpy.types.ShaderNodeMix attribute)
- clamp_surface_direct (bpy.types.SceneEevee attribute)
- clamp_surface_indirect (bpy.types.SceneEevee attribute)
- clamp_type (bpy.types.ShaderNodeClamp attribute)
- clamp_volume_direct (bpy.types.SceneEevee attribute)
- clamp_volume_indirect (bpy.types.SceneEevee attribute)
- ClampToConstraint (class in bpy.types)
- clean() (aud.PlaybackManager method)
 - (in module bpy.ops.action)
 - (in module bpy.ops.graph)
- clean_action (bpy.types.MovieTrackingSettings attribute)
- clean_error (bpy.types.MovieTrackingSettings attribute)
- clean_frames (bpy.types.MovieTrackingSettings attribute)
- clean_loose() (in module bpy.ops.grease_pencil)
 - (in module bpy.ops.pose)
- ConstraintTarget (class in bpy.types)
- ConstraintTargetBone (class in bpy.types)
- CONTAINER_AAC (in module aud)
- CONTAINER_AC3 (in module aud)
- CONTAINER_FLAC (in module aud)
- CONTAINER_INVALID (in module aud)
- CONTAINER_MATROSKA (in module aud)
- CONTAINER_MP2 (in module aud)
- CONTAINER_MP3 (in module aud)
- CONTAINER_OGG (in module aud)
- CONTAINER_WAV (in module aud)
- contains_tree() (bpy.types.NodeTree method)
- context (bpy.types.SpaceProperties attribute)
- Context (class in bpy.types)
- Context.area (in module bpy.types)
- Context.asset (in module bpy.types)
- Context.blend_data (in module bpy.types)
- Context.collection (in module bpy.types)
- Context.engine (in module bpy.types)
- Context.gizmo_group (in module bpy.types)
- Context.layer_collection (in module bpy.types)
- Context.mode (in module bpy.types)
- Context.preferences (in module bpy.types)
- Context.region (in module bpy.types)
- Context.region_data (in module bpy.types)
- Context.region_popup (in module bpy.types)
- Context.scene (in module bpy.types)
- Context.screen (in module bpy.types)
- Context.space_data (in module bpy.types)
- Context.tool_settings (in module bpy.types)
- Context.view_layer (in module bpy.types)
- Context.window (in module bpy.types)
- Context.window_manager (in module bpy.types)
- Context.workspace (in module bpy.types)
- context_collection_boolean_set() (in module bpy.ops.wm)
- context_cycle_array() (in module bpy.ops.wm)
- context_cycle_enum() (in module bpy.ops.wm)
- context_cycle_int() (in module bpy.ops.wm)
- context_menu() (in module bpy.ops.buttons)
- context_menu_enum() (in module bpy.ops.wm)
- context_modal_mouse() (in module bpy.ops.wm)
- context_pie_enum() (in module bpy.ops.wm)
- context_pointer_set() (bpy.types.UILayout method)
- context_property (bpy.types.DriverTarget attribute)
- context_scale_float() (in module bpy.ops.wm)
- context_scale_int() (in module bpy.ops.wm)
- context_set_boolean() (in module bpy.ops.wm)
- context_set_enum() (in module bpy.ops.wm)
- context_set_float() (in module bpy.ops.wm)
- context_set_id() (in module bpy.ops.wm)
- context_set_int() (in module bpy.ops.wm)
- context_set_string() (in module bpy.ops.wm)
- context_set_value() (in module bpy.ops.wm)
- context_string_set() (bpy.types.UILayout method)
- context_toggle() (in module bpy.ops.wm)
- context_toggle_enum() (in module bpy.ops.wm)

[bpy.types.bpy_prop_collection_idprop](#) (in module bpy.props)

- [clean_name\(\)](#) (in module bpy.path)
- [clean_tracks\(\)](#) (in module bpy.ops.clip)
- [clear\(\)](#) (bmesh.types.BMDeformVert method)
 - (bmesh.types.BMEditSelSeq method)
 - (bmesh.types.BMesh method)
 - (bpy.types.ActionChannelbagFCurves method)
 - (bpy.types.ActionFCurves method)
 - (bpy.types.ArmatureConstraintTargets method)
 - (bpy.types.BoneCollectionMemberships method)
 - (bpy.types.bpy_prop_collection_idprop method)
 - (bpy.types.CameraBackgroundImages method)
 - (bpy.types.CompositorNodeOutputFileFileSlots method)
 - (bpy.types.CompositorNodeOutputFileLayerSlots method)
 - (bpy.types.CurveSplines method)
 - (bpy.types.FCurveKeyframePoints method)
 - (bpy.types.Gizmos method)
 - (bpy.types.IDMaterials method)
 - (bpy.types.KeyingSetPaths method)
 - (bpy.types.KeyMaps method)
 - (bpy.types.LineStyleTextureSlots class method)
 - (bpy.types.MaskLayers method)
 - (bpy.types.MetaBallElements method)
 - (bpy.types.NodeGeometryBakeItems method)
 - (bpy.types.NodeGeometryCaptureAttributeItems method)
 - (bpy.types.NodeGeometryForeachGeometryElementGenerationItems method)
 - (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.ParticleSettingsTextureSlots class method)
 - (bpy.types.RenderSlot method)
 - (bpy.types.SpaceNodeEditorPath method)
 - (bpy.types.StripModifiers method)
 - (bpy.types.Text method)
 - (bpy.types.TimelineMarkers method)
 - (bpy.types.VertexGroups method)
 - (bpy.types.wmOwnerIDs method)
 - (bpy.utils.previews.ImagePreviewCollection method)
 - (gpu.types.GPUFrameBuffer method)
 - (gpu.types.GPUPTexture method)
 - (idprop.types.IDPropertyGroup method)
 - (in module bpy.ops.asset)
 - (in module bpy.ops.console)
- [clear_by_owner\(\)](#) (in module bpy.msgbus)

[context_logger_data\(\)](#) (in module bpy.props)

- [contexts](#) (in module bpy.app.translations)
- [contexts_C_to_py](#) (in module bpy.app.translations)
- [contextual_create\(\)](#) (in module bmesh.ops)
- [ContourUP1D](#) (class in freestyle.predicates)
- [contrast](#) (bpy.types.BrightContrastModifier attribute)
 - (bpy.types.ColorMapping attribute)
 - (bpy.types.CompositorNodeTonemap attribute)
 - (bpy.types.SequencerTonemapModifierData attribute)
 - (bpy.types.Texture attribute)
- [contrast_limit](#) (bpy.types.CompositorNodeAntiAliasing attribute)
- [controller_aim_location_get\(\)](#) (bpy.types.XrSessionState class method)
- [controller_aim_rotation_get\(\)](#) (bpy.types.XrSessionState class method)
- [controller_draw_style](#) (bpy.types.XrSessionSettings attribute)
- [controller_grip_location_get\(\)](#) (bpy.types.XrSessionState class method)
- [controller_grip_rotation_get\(\)](#) (bpy.types.XrSessionState class method)
- [controller_pose_actions_set\(\)](#) (bpy.types.XrSessionState class method)
- [convergence_distance](#) (bpy.types.CameraStereoData attribute)
- [convergence_mode](#) (bpy.types.CameraStereoData attribute)
- [convert\(\)](#) (in module bpy.ops.object)
- [convert_from](#) (bpy.types.ShaderNodeVectorTransform attribute)
- [convert_from_particle_system\(\)](#) (in module bpy.ops.curves)
- [convert_legacy_action\(\)](#) (in module bpy.ops.anim)
- [convert_local_to_pose\(\)](#) (bpy.types.Bone method)
- [convert_old_object_poselib\(\)](#) (in module bpy.ops.poselib)
- [convert_old_poselib\(\)](#) (in module bpy.ops.poselib)
- [convert_space\(\)](#) (bpy.types.Object method)
- [convert_to](#) (bpy.types.ShaderNodeVectorTransform attribute)
- [convert_to_keyframes\(\)](#) (bpy.types.FCurve method)
- [convert_to_mesh_plane\(\)](#) (in module bpy.ops.image)
- [convert_to_particle_system\(\)](#) (in module bpy.ops.curves)
- [convert_to_samples\(\)](#) (bpy.types.FCurve method)
- [convert_volume_to_mesh\(\)](#) (in module bpy.ops.world)
- [convert_whitespace\(\)](#) (in module bpy.ops.text)
- [converter_node](#) (bpy.types.ThemeNodeEditor attribute)
- [convex_hull\(\)](#) (in module bmesh.ops)
 - (in module bpy.ops.mesh)
- [convex_hull_2d\(\)](#) (in module mathutils.geometry)
- [convex_sweep_test\(\)](#) (bpy.types.RigidBodyWorld method)
- [convolver\(\)](#) (aud.Sound method)
- [copy\(\)](#) (bmesh.types.BMesh method)
 - (bmesh.types.BMFace method)
 - (bpy.types.Context method)
 - (bpy.types.GPencilFrames method)
 - (bpy.types.GreasePencilFrames method)
 - (bpy.types.ID method)
 - (bpy.types.Node method)
 - (bpy.types.NodeTreeInterface method)
 - (bpy.types.ObjectConstraints method)
 - (bpy.types.PoseBoneConstraints method)
 - (imbuf.types.ImBuf method)
 - (in module bpy.ops.action)

- `clear_filter()` (in module `bpy.ops.buttons`)
 - (in module `bpy.ops.outliner`)
- `clear_geometry()` (`bpy.types.Mesh` method)
- `clear_line()` (in module `bpy.ops.console`)
- `clear_override_library()` (in module `bpy.ops.object`)
- `clear_recent_files()` (in module `bpy.ops.wm`)
- `clear_render_border()` (in module `bpy.ops.image`)
 - (in module `bpy.ops.view3d`)
- `clear_render_slot()` (in module `bpy.ops.image`)
- `clear_scale()` (in module `bpy.ops.nla`)
- `clear_single()` (in module `bpy.ops.asset`)
- `clear_solution()` (in module `bpy.ops.clip`)
- `clear_soundeqs()` (`bpy.types.SoundEqualizerModifier` method)
- `clear_track_path()` (in module `bpy.ops.clip`)
- `clear_useless_actions()` (in module `bpy.ops.anim`)
- `clear_viewer_border()` (in module `bpy.ops.node`)
- `click_extrude()` (in module `bpy.ops.armature`)
- `click_insert()` (in module `bpy.ops.graph`)
- `click_select()` (in module `bpy.ops.nla`)
- `clickselect()` (in module `bpy.ops.action`)
 - (in module `bpy.ops.graph`)
- `clip` (`bpy.types.CameraBackgroundImage` attribute)
 - (`bpy.types.CameraSolverConstraint` attribute)
 - (`bpy.types.CompositorNodeKeyingScreen` attribute)
 - (`bpy.types.CompositorNodeMovieClip` attribute)
 - (`bpy.types.CompositorNodeMovieDistortion` attribute)
 - (`bpy.types.CompositorNodePlaneTrackDeform` attribute)
 - (`bpy.types.CompositorNodeStabilize` attribute)
 - (`bpy.types.CompositorNodeTrackPos` attribute)
 - (`bpy.types.FollowTrackConstraint` attribute)
 - (`bpy.types.MovieClipStrip` attribute)
 - (`bpy.types.ObjectSolverConstraint` attribute)
 - (`bpy.types.SpaceClipEditor` attribute)
- `clip_black` (`bpy.types.CompositorNodeKeying` attribute)
- `clip_border()` (in module `bpy.ops.view3d`)
- `clip_distances_set()` (in module `gpu.state`)
- `clip_end` (`bpy.types.Camera` attribute)
 - (`bpy.types.LightProbeSphere` attribute)
 - (`bpy.types.SpaceView3D` attribute)
 - (`bpy.types.XrSessionSettings` attribute)
- `clip_max_x` (`bpy.types.CurveMapping` attribute)
- `clip_max_y` (`bpy.types.CurveMapping` attribute)
- `clip_min_x` (`bpy.types.CurveMapping` attribute)
- `clip_min_y` (`bpy.types.CurveMapping` attribute)
- `clip_planes` (`bpy.types.RegionView3D` attribute)
- `clip_start` (`bpy.types.Camera` attribute)
 - (`bpy.types.LightProbe` attribute)
 - (`bpy.types.SpaceView3D` attribute)
 - (`bpy.types.XrSessionSettings` attribute)
- `CLIP_UL_tracking_objects` (class in `bpy.types`)
- `clip_white` (`bpy.types.CompositorNodeKeying` attribute)
- `clipboard` (`bpy.types.WindowManager` attribute)
- `clipboard_copy()` (in module `bpy.ops.image`)
 - (in module `bpy.ops.node`)
- `clipboard_paste()` (in module `bpy.ops.image`)
 - (in module `bpy.ops.node`)
- `clipping` (`bpy.types.FluidDomainSettings` attribute)
 - (in module `bpy.ops.console`)
 - (in module `bpy.ops.constraint`)
 - (in module `bpy.ops.graph`)
 - (in module `bpy.ops.grease_pencil`)
 - (in module `bpy.ops.material`)
 - (in module `bpy.ops.pose`)
 - (in module `bpy.ops.sequencer`)
 - (in module `bpy.ops.text`)
 - (in module `bpy.ops.uv`)
 - (`mathutils.Matrix` method)
- `copy_as_asset()` (in module `bpy.ops.poselib`)
- `copy_as_driver_button()` (in module `bpy.ops.ui`)
- `copy_as_script()` (in module `bpy.ops.console`)
- `copy_bone_color_to_selected()` (in module `bpy.ops.armature`)
- `copy_data_path_button()` (in module `bpy.ops.ui`)
- `copy_driver_button()` (in module `bpy.ops.anim`)
- `copy_driver_to_selected_button()` (in module `bpy.ops.ui`)
- `copy_from()` (`bmesh.types.BMEdge` method)
 - (`bmesh.types.BMFace` method)
 - (`bmesh.types.BMLayerItem` method)
 - (`bmesh.types.BMLoop` method)
 - (`bmesh.types.BMVert` method)
- `copy_from_face_interp()` (`bmesh.types.BMFace` method)
 - (`bmesh.types.BMLoop` method)
 - (`bmesh.types.BMVert` method)
- `copy_from_vert_interp()` (`bmesh.types.BMVert` method)
- `copy_particle_systems()` (in module `bpy.ops.particle`)
- `copy_prev()` (in module `bpy.ops.preferences`)
- `copy_python_command_button()` (in module `bpy.ops.ui`)
- `copy_splines()` (in module `bpy.ops.mask`)
- `copy_to_selected()` (in module `bpy.ops.constraint`)
- `copy_to_selected_button()` (in module `bpy.ops.ui`)
- `copy_tracks()` (in module `bpy.ops.clip`)
- `copybuffer()` (in module `bpy.ops.view3d`)
- `CopyLocationConstraint` (class in `bpy.types`)
- `copyright` (`bpy.types.AssetMetaData` attribute)
- `CopyRotationConstraint` (class in `bpy.types`)
- `CopyScaleConstraint` (class in `bpy.types`)
- `CopyTransformsConstraint` (class in `bpy.types`)
- `corner_angle` (`bpy.types.CurvePaintSettings` attribute)
- `corner_rounding` (`bpy.types.CompositorNodeAntiAliasing` attribute)
- `corners` (`bpy.types.MovieTrackingPlaneMarker` attribute)
- `correction` (`bpy.types.CompositorNodeTonemap` attribute)
 - (`bpy.types.SequencerTonemapModifierData` attribute)
- `correction_method` (`bpy.types.CompositorNodeColorBalance` attribute)
 - (`bpy.types.StripColorBalanceData` attribute)
- `correctivesmooth_bind()` (in module `bpy.ops.object`)
- `CorrectiveSmoothModifier` (class in `bpy.types`)
- `CorrectiveSmoothModifier.is_bind` (in module `bpy.types`)
- `correlation_min` (`bpy.types.MovieTrackingTrack` attribute)
- `count` (`bpy.types.ArrayModifier` attribute)
 - (`bpy.types.GreasePencilArrayModifier` attribute)
 - (`bpy.types.ParticleBrush` attribute)
 - (`bpy.types.ParticleDupliWeight` attribute)
 - (`bpy.types.ParticleSettings` attribute)

- `clipping` (bpy.types.ThemeView3D attribute)
 - (bpy.types.VolumeRender attribute)
- `CLIPPING` (in module blf)
- `clipping()` (in module blf)
- `clipping_border_3d` (bpy.types.ThemeView3D attribute)
- `clone_alpha` (bpy.types.ImagePaint attribute)
- `clone_image` (bpy.types.ImagePaint attribute)
- `clone_offset` (bpy.types.ImagePaint attribute)
- `close()` (bpy.utils.previews.ImagePreviewCollection method)
- `closest_point_on_mesh()` (bpy.types.Object method)
- `closest_point_on_tri()` (in module mathutils.geometry)
- `cloth` (in module bpy.context)
- `cloth_constraint_softbody_strength` (bpy.types.Brush attribute)
- `cloth_damping` (bpy.types.Brush attribute)
- `cloth_deform_type` (bpy.types.Brush attribute)
- `cloth_filter()` (in module bpy.ops.sculpt)
- `cloth_force_falloff_type` (bpy.types.Brush attribute)
- `cloth_friction` (bpy.types.CollisionSettings attribute)
- `cloth_mass` (bpy.types.Brush attribute)
- `cloth_sim_falloff` (bpy.types.Brush attribute)
- `cloth_sim_limit` (bpy.types.Brush attribute)
- `cloth_simulation_area_type` (bpy.types.Brush attribute)
- `ClothCollisionSettings` (class in bpy.types)
- `ClothModifier` (class in bpy.types)
- `ClothModifier.collision_settings` (in module bpy.types)
- `ClothModifier.hair_grid_max` (in module bpy.types)
- `ClothModifier.hair_grid_min` (in module bpy.types)
- `ClothModifier.hair_grid_resolution` (in module bpy.types)
- `ClothModifier.point_cache` (in module bpy.types)
- `ClothModifier.settings` (in module bpy.types)
- `ClothModifier.solver_result` (in module bpy.types)
- `ClothSettings` (class in bpy.types)
- `ClothSettings.effector_weights` (in module bpy.types)
- `ClothSolverResult` (class in bpy.types)
- `ClothSolverResult.avg_error` (in module bpy.types)
- `ClothSolverResult.avg_iterations` (in module bpy.types)
- `ClothSolverResult.max_error` (in module bpy.types)
- `ClothSolverResult.max_iterations` (in module bpy.types)
- `ClothSolverResult.min_error` (in module bpy.types)
- `ClothSolverResult.min_iterations` (in module bpy.types)
- `ClothSolverResult.status` (in module bpy.types)
- `cloud_type` (bpy.types.CloudsTexture attribute)
- `CloudsTexture` (class in bpy.types)
- `CloudsTexture.users_material` (in module bpy.types)
- `CloudsTexture.users_object_modifier` (in module bpy.types)
- `clump_factor` (bpy.types.ParticleSettings attribute)
 - (bpy.types.ParticleSettingsTextureSlot attribute)
- `clump_noise_size` (bpy.types.ParticleSettings attribute)
- `clump_shape` (bpy.types.ParticleSettings attribute)
- `co` (bmesh.types.BMVert attribute)
 - (bpy.types.BezierSplinePoint attribute)
 - (bpy.types.FCurveSample attribute)
 - (bpy.types.GPencilStrokePoint attribute)
 - (bpy.types.Keyframe attribute)
 - (bpy.types.MaskSplinePoint attribute)
 - (bpy.types.MeshVertex attribute)
 - (bpy.types.MetaElement attribute)
- `count_mode` (bpy.types.GeometryNodeMeshLine attribute)
- `count_selected_items()` (bpy.types.Mesh method)
- `courant_target` (bpy.types.ParticleSettings attribute)
- `crazyspace_displacement_to_deformed()` (bpy.types.Object method)
- `crazyspace_displacement_to_original()` (bpy.types.Object method)
- `crazyspace_eval()` (bpy.types.Object method)
- `crazyspace_eval_clear()` (bpy.types.Object method)
- `crease_angle` (bpy.types.FreestyleSettings attribute)
- `crease_pinch_factor` (bpy.types.Brush attribute)
- `crease_threshold` (bpy.types.GreasePencilLineartModifier attribute)
 - (bpy.types.ObjectLineArt attribute)
- `crease_weight` (bpy.types.WireframeModifier attribute)
- `create()` (bpy.types.LineStyleTextureSlots class method)
 - (bpy.types.ParticleSettingsTextureSlots class method)
 - (freestyle.types.Operators static method)
 - (in module bpy.ops.collection)
- `create_circle()` (in module bmesh.ops)
- `create_cone()` (in module bmesh.ops)
- `create_cube()` (in module bmesh.ops)
- `create_derived_objects()` (in module bpy_extras.io_utils)
- `create_from_info()` (in module gpu.shader)
- `create_gpencil_data()` (bpy.types.BlendDataBrushes method)
 - (bpy.types.BlendDataMaterials method)
- `create_grid()` (in module bmesh.ops)
- `create_icosphere()` (in module bmesh.ops)
- `create_long_hair_children` (bpy.types.ParticleSettings attribute)
- `create_monkey()` (in module bmesh.ops)
- `create_orientation()` (in module bpy.ops.transform)
- `create_plane_track()` (in module bpy.ops.clip)
- `create_pose_asset()` (in module bpy.ops.poselib)
- `create_uvsphere()` (in module bmesh.ops)
- `create_vert()` (in module bmesh.ops)
- `crop()` (imbuf.types.ImBuf method)
- `crop_max_x` (bpy.types.ImageTexture attribute)
- `crop_max_y` (bpy.types.ImageTexture attribute)
- `crop_min_x` (bpy.types.ImageTexture attribute)
- `crop_min_y` (bpy.types.ImageTexture attribute)
- `cross()` (mathutils.Quaternion method)
 - (mathutils.Vector method)
- `crossfade_sounds()` (in module bpy.ops.sequencer)
- `CrossStrip` (class in bpy.types)
- `CrossStrip.input_count` (in module bpy.types)
- `cryptomatte_layer_add()` (in module bpy.ops.node)
- `cryptomatte_layer_remove()` (in module bpy.ops.node)
- `CryptomatteEntry` (class in bpy.types)
- `CryptomatteEntry.encoded_hash` (in module bpy.types)
- `CryptomatteEntry.name` (in module bpy.types)
- `ctrl` (bpy.types.KeyMapItem attribute)
- `ctrl_ui` (bpy.types.KeyMapItem attribute)
- `cube_project()` (in module bpy.ops.uv)
- `cull_face` (bpy.types.GreasePencilShrinkwrapModifier attribute)
 - (bpy.types.ShrinkwrapConstraint attribute)
 - (bpy.types.ShrinkwrapModifier attribute)

- (bpy.types.MotionPathVert attribute)
- (bpy.types.MovieTrackingMarker attribute)
- (bpy.types.ParticleHairKey attribute)
- (bpy.types.Point attribute)
- (bpy.types.ShapeKeyBezierPoint attribute)
- (bpy.types.ShapeKeyCurvePoint attribute)
- (bpy.types.ShapeKeyPoint attribute)
- (bpy.types.SplinePoint attribute)
- co_deform (bpy.types.LatticePoint attribute)
- co_hair() (bpy.types.ParticleSystem method)
- co_local (bpy.types.ParticleHairKey attribute)
- co_object() (bpy.types.ParticleHairKey method)
- co_object_set() (bpy.types.ParticleHairKey method)
- co_ui (bpy.types.Keyframe attribute)
- codec (bpy.types.FFmpegSettings attribute)
- CODEC_AAC (in module aud)
- CODEC_AC3 (in module aud)
- CODEC_FLAC (in module aud)
- CODEC_INVALID (in module aud)
- CODEC_MP2 (in module aud)
- CODEC_MP3 (in module aud)
- CODEC_OPUS (in module aud)
- CODEC_PCM (in module aud)
- CODEC_VORBIS (in module aud)
- coefficients (bpy.types.FModifierGenerator attribute)
- col (mathutils.Matrix attribute)
- collada_export() (in module bpy.ops.wm)
- collada_import() (in module bpy.ops.wm)
- collapse() (in module bmesh.ops)
- collapse_hide_unused_toggle() (in module bpy.ops.node)
- collapse_uv() (in module bmesh.ops)
- collection (bpy.types.BooleanModifier attribute)
 - (bpy.types.ClothCollisionSettings attribute)
 - (bpy.types.EffectorWeights attribute)
 - (bpy.types.FreestyleLineSet attribute)
 - (bpy.types.GeometryNodeInputCollection attribute)
 - (bpy.types.RigidBodyWorld attribute)
- Collection (class in bpy.types)
- collection (in module bpy.context)
- Collection.all_objects (in module bpy.types)
- Collection.children (in module bpy.types)
- Collection.children_recursive (in module bpy.types)
- Collection.collection_children (in module bpy.types)
- Collection.collection_objects (in module bpy.types)
- Collection.exporters (in module bpy.types)
- Collection.objects (in module bpy.types)
- Collection.users_dupli_group (in module bpy.types)
- collection_add() (in module bpy.ops.armature)
 - (in module bpy.ops.object)
- collection_assign() (in module bpy.ops.armature)
- collection_color_tag_set() (in module bpy.ops.outliner)
- collection_create_and_assign() (in module bpy.ops.armature)
- collection_deselect() (in module bpy.ops.armature)
- collection_disable() (in module bpy.ops.outliner)
- collection_disable_render() (in module bpy.ops.outliner)
- collection_drop() (in module bpy.ops.outliner)
- collection_duplicate() (in module bpy.ops.outliner)
- current_character (bpy.types.ConsoleLine attribute)
 - (bpy.types.Text attribute)
- current_edge (freestyle.types.ViewEdgeIterator attribute)
- current_frame() (bpy.types.GreasePencilLayer method)
- current_line_index (bpy.types.Text attribute)
- cursor (bpy.types.ThemeConsole attribute)
 - (bpy.types.ThemeTextEditor attribute)
- cursor() (in module bpy.ops.paintcurve)
- cursor3d() (in module bpy.ops.view3d)
- cursor_color_add (bpy.types.Brush attribute)
- cursor_color_subtract (bpy.types.Brush attribute)
- cursor_location (bpy.types.SpaceClipEditor attribute)
 - (bpy.types.SpaceImageEditor attribute)
 - (bpy.types.SpaceNodeEditor attribute)
 - (bpy.types.SpaceSequenceEditor attribute)
- cursor_location_from_region() (bpy.types.SpaceNodeEditor method)
- cursor_modal_restore() (bpy.types.Window method)
- cursor_modal_set() (bpy.types.Window method)
- cursor_overlay_alpha (bpy.types.Brush attribute)
- cursor_position_x (bpy.types.SpaceGraphEditor attribute)
- cursor_position_y (bpy.types.SpaceGraphEditor attribute)
- cursor_set() (bpy.types.Text method)
 - (bpy.types.Window method)
 - (in module bpy.ops.clip)
 - (in module bpy.ops.graph)
 - (in module bpy.ops.sequencer)
 - (in module bpy.ops.text)
 - (in module bpy.ops.uv)
- cursor_warp() (bpy.types.Window method)
- Curvature2DAngleF0D (class in freestyle.functions)
- Curvature2DAngleF1D (class in freestyle.functions)
- curvature_from_stroke_vertex() (in module freestyle.utils)
- curvature_max (bpy.types.LineStyleAlphaModifier_Curvature_3D attribute)
 - (bpy.types.LineStyleColorModifier_Curvature_3D attribute)
 - (bpy.types.LineStyleThicknessModifier_Curvature_3D attribute)
- curvature_min (bpy.types.LineStyleAlphaModifier_Curvature_3 attribute)
 - (bpy.types.LineStyleColorModifier_Curvature_3D attribute)
 - (bpy.types.LineStyleThicknessModifier_Curvature_3D attribute)
- curvature_ridge_factor (bpy.types.View3DShading attribute)
- curvature_valley_factor (bpy.types.View3DShading attribute)
- curvatures (freestyle.types.SVertex attribute)
- curve (bpy.types.ArrayModifier attribute)
- Curve (class in bpy.types)
 - (class in freestyle.types)
- curve (in module bpy.context)
- Curve.animation_data (in module bpy.types)
- Curve.bevel_profile (in module bpy.types)
- Curve.cycles (in module bpy.types)
- Curve.is_editmode (in module bpy.types)
- Curve.materials (in module bpy.types)
- Curve.shape_keys (in module bpy.types)
- Curve.spines (in module bpy.types)

- `collection_duplicate()` (in module `bpy.ops.outliner`)
- `collection_duplicate_linked()` (in module `bpy.ops.outliner`)
- `collection_enable()` (in module `bpy.ops.outliner`)
- `collection_enable_render()` (in module `bpy.ops.outliner`)
- `collection_exclude_clear()` (in module `bpy.ops.outliner`)
- `collection_exclude_set()` (in module `bpy.ops.outliner`)
- `collection_export_all()` (in module `bpy.ops.wm`)
- `collection_external_asset_drop()` (in module `bpy.ops.object`)
- `collection_hide()` (in module `bpy.ops.outliner`)
- `collection_hide_inside()` (in module `bpy.ops.outliner`)
- `collection_hierarchy_delete()` (in module `bpy.ops.outliner`)
- `collection_holdout_clear()` (in module `bpy.ops.outliner`)
- `collection_holdout_set()` (in module `bpy.ops.outliner`)
- `collection_indirect_only_clear()` (in module `bpy.ops.outliner`)
- `collection_indirect_only_set()` (in module `bpy.ops.outliner`)
- `collection_instance()` (in module `bpy.ops.outliner`)
- `collection_instance_add()` (in module `bpy.ops.object`)
- `collection_instance_empty_size` (`bpy.types.PreferencesEdit` attribute)
- `collection_isolate()` (in module `bpy.ops.outliner`)
- `collection_link()` (in module `bpy.ops.object`)
 - (in module `bpy.ops.outliner`)
- `collection_move()` (in module `bpy.ops.armature`)
- `collection_negation` (`bpy.types.FreestyleLineSet` attribute)
- `collection_new()` (in module `bpy.ops.outliner`)
- `collection_objects_deselect()` (in module `bpy.ops.outliner`)
- `collection_objects_select()` (in module `bpy.ops.object`)
 - (in module `bpy.ops.outliner`)
- `collection_remove()` (in module `bpy.ops.armature`)
 - (in module `bpy.ops.object`)
- `collection_remove_unused()` (in module `bpy.ops.armature`)
- `collection_select()` (in module `bpy.ops.armature`)
- `collection_show()` (in module `bpy.ops.outliner`)
- `collection_show_all()` (in module `bpy.ops.armature`)
- `collection_show_inside()` (in module `bpy.ops.outliner`)
- `collection_unassign()` (in module `bpy.ops.armature`)
- `collection_unassign_named()` (in module `bpy.ops.armature`)
- `collection_unlink()` (in module `bpy.ops.object`)
- `collection_unsolo_all()` (in module `bpy.ops.armature`)
- `CollectionChild` (class in `bpy.types`)
- `CollectionChild.light_linking` (in module `bpy.types`)
- `CollectionChildren` (class in `bpy.types`)
- `CollectionExport` (class in `bpy.types`)
- `CollectionExport.export_properties` (in module `bpy.types`)
- `CollectionLightLinking` (class in `bpy.types`)
- `CollectionObject` (class in `bpy.types`)
- `CollectionObject.light_linking` (in module `bpy.types`)
- `CollectionObjects` (class in `bpy.types`)
- `CollectionProperty` (class in `bpy.types`)
- `CollectionProperty()` (in module `bpy.props`)
- `CollectionProperty.fixed_type` (in module `bpy.types`)
- `collections` (`bpy.types.Armature` attribute)
- `collider_friction` (`bpy.types.ClothSettings` attribute)
- `collision` (in module `bpy.context`)
- `collision_collection` (`bpy.types.ParticleSettings` attribute)
 - (`bpy.types.SoftBodySettings` attribute)
- `collision_collections` (`bpy.types.RigidBodyObject` attribute)
- `collision_margin` (`bpy.types.RigidBodyObject` attribute)
- `CurveSplines` (in module `bpy.types`)
- `curve_guide` (`bpy.types.EffectorWeights` attribute)
- `curve_length` (`bpy.types.BrushCurvesSculptSettings` attribute)
- `curve_preset` (`bpy.types.Brush` attribute)
 - (`bpy.types.UvSculpt` attribute)
- `curve_preset()` (in module `bpy.ops.brush`)
- `curve_radius` (`bpy.types.BrushCurvesSculptSettings` attribute)
- `curve_type` (`bpy.types.CurvePaintSettings` attribute)
- `curve_type_set()` (in module `bpy.ops.curves`)
- `CurveMap` (class in `bpy.types`)
- `CurveMap.points` (in module `bpy.types`)
- `CurveMapping` (class in `bpy.types`)
- `CurveMapping.curves` (in module `bpy.types`)
- `CurveMapPoint` (class in `bpy.types`)
- `CurveMapPoints` (class in `bpy.types`)
- `CurveMaterialF0D` (class in `freestyle.functions`)
- `CurveModifier` (class in `bpy.types`)
- `CurveNatureF0D` (class in `freestyle.functions`)
- `CurveNatureF1D` (class in `freestyle.functions`)
- `CurvePaintSettings` (class in `bpy.types`)
- `CurvePoint` (class in `bpy.types`)
 - (class in `freestyle.types`)
- `CurvePoint.index` (in module `bpy.types`)
- `CurvePointIterator` (class in `freestyle.types`)
- `CurveProfile` (class in `bpy.types`)
- `CurveProfile.points` (in module `bpy.types`)
- `CurveProfile.segments` (in module `bpy.types`)
- `CurveProfilePoint` (class in `bpy.types`)
- `CurveProfilePoints` (class in `bpy.types`)
- `Curves` (class in `bpy.types`)
- `curves` (in module `bpy.context`)
- `Curves.animation_data` (in module `bpy.types`)
- `Curves.attributes` (in module `bpy.types`)
- `Curves.color_attributes` (in module `bpy.types`)
- `Curves.curve_offset_data` (in module `bpy.types`)
- `Curves.curves` (in module `bpy.types`)
- `Curves.materials` (in module `bpy.types`)
- `Curves.normals` (in module `bpy.types`)
- `Curves.points` (in module `bpy.types`)
- `Curves.position_data` (in module `bpy.types`)
- `curves_empty_hair_add()` (in module `bpy.ops.object`)
- `curves_point_set()` (in module `bpy.ops.image`)
- `curves_random_add()` (in module `bpy.ops.object`)
- `curves_sculpt_tool` (`bpy.types.Brush` attribute)
- `CURVES_UL_attributes` (class in `bpy.types`)
- `CurveSlice` (class in `bpy.types`)
- `CurveSlice.first_point_index` (in module `bpy.types`)
- `CurveSlice.index` (in module `bpy.types`)
- `CurveSlice.points` (in module `bpy.types`)
- `CurveSlice.points_length` (in module `bpy.types`)
- `CurvesModifier` (class in `bpy.types`)
- `CurvesModifier.curve_mapping` (in module `bpy.types`)
- `CurveSplines` (class in `bpy.types`)
- `CurvesSculpt` (class in `bpy.types`)
- `curvilinear_abcissa` (`freestyle.types.StrokeVertex` attribute)
- `custom_directory` (`bpy.types.UserExtensionRepo` attribute)
- `custom_grid_subdivisions` (`bpy.types.SpaceUVEDitor` attribute)

- `collision_quality` (`bpy.types.ClothCollisionSettings` attribute)
- `collision_shape` (`bpy.types.RigidBodyObject` attribute)
- `collision_type` (`bpy.types.SoftBodySettings` attribute)
- `CollisionModifier` (class in `bpy.types`)
- `CollisionModifier.settings` (in module `bpy.types`)
- `CollisionSettings` (class in `bpy.types`)
- `color` (`bmesh.types.BMLayerAccessEdge` attribute)
 - (`bmesh.types.BMLayerAccessFace` attribute)
 - (`bmesh.types.BMLayerAccessLoop` attribute)
 - (`bmesh.types.BMLayerAccessVert` attribute)
 - (`bpy.types.Brush` attribute)
 - (`bpy.types.ByteColorAttributeValue` attribute)
 - (`bpy.types.ColorRampElement` attribute)
 - (`bpy.types.ColorStrip` attribute)
 - (`bpy.types.FCurve` attribute)
 - (`bpy.types.FloatColorAttributeValue` attribute)
 - (`bpy.types.FreestyleLineStyle` attribute)
 - (`bpy.types.Gizmo` attribute)
 - (`bpy.types.GPencilLayer` attribute)
 - (`bpy.types.GreasePencilTintModifier` attribute)
 - (`bpy.types.Light` attribute)
 - (`bpy.types.MaterialGPencilStyle` attribute)
 - (`bpy.types.MeshLoopColor` attribute)
 - (`bpy.types.MotionPath` attribute)
 - (`bpy.types.MovieTrackingTrack` attribute)
 - (`bpy.types.Node` attribute)
 - (`bpy.types.Object` attribute)
 - (`bpy.types.PaletteColor` attribute)
 - (`bpy.types.TextStrip` attribute)
 - (`bpy.types.TextureSlot` attribute)
 - (`bpy.types.ThemeCollectionColor` attribute)
 - (`bpy.types.ThemeStripColor` attribute)
 - (`bpy.types.UnifiedPaintSettings` attribute)
 - (`bpy.types.World` attribute)
- `Color` (class in `mathutils`)
- `color` (`freestyle.types.StrokeAttribute` attribute)
- `color()` (in module `blf`)
- `Color.copy()` (in module `mathutils`)
- `Color.freeze()` (in module `mathutils`)
- `Color.from_aces_to_scene_linear()` (in module `mathutils`)
- `Color.from_rec709_linear_to_scene_linear()` (in module `mathutils`)
- `Color.from_scene_linear_to_aces()` (in module `mathutils`)
- `Color.from_scene_linear_to_rec709_linear()` (in module `mathutils`)
- `Color.from_scene_linear_to_srgb()` (in module `mathutils`)
- `Color.from_scene_linear_to_xyz_d65()` (in module `mathutils`)
- `Color.from_srgb_to_scene_linear()` (in module `mathutils`)
- `Color.from_xyz_d65_to_scene_linear()` (in module `mathutils`)
- `color_add()` (in module `bpy.ops.palette`)
- `color_attribute_add()` (in module `bpy.ops.geometry`)
- `color_attribute_convert()` (in module `bpy.ops.geometry`)
- `color_attribute_duplicate()` (in module `bpy.ops.geometry`)
- `color_attribute_remove()` (in module `bpy.ops.geometry`)
- `color_attribute_render_set()` (in module `bpy.ops.geometry`)
- `color_delete()` (in module `bpy.ops.palette`)
- `color_depth` (`bpy.types.ImageFormatSettings` attribute)
- `color_dry_threshold` (`bpy.types.DynamicPaintSurface` attribute)
- `color_factor` (`bpy.types.GreasePencilOpacityModifier` attribute)
- `custom_shape` (`bpy.types.PoseBone` attribute)
- `custom_shape_rotation_euler` (`bpy.types.PoseBone` attribute)
- `custom_shape_scale_xyz` (`bpy.types.PoseBone` attribute)
- `custom_shape_transform` (`bpy.types.PoseBone` attribute)
- `custom_shape_translation` (`bpy.types.PoseBone` attribute)
- `custom_shape_wire_width` (`bpy.types.PoseBone` attribute)
- `customdata_custom_splitnormals_add()` (in module `bpy.ops.mesh`)
- `customdata_custom_splitnormals_clear()` (in module `bpy.ops.mesh`)
- `customdata_mask_clear()` (in module `bpy.ops.mesh`)
- `customdata_skin_add()` (in module `bpy.ops.mesh`)
- `customdata_skin_clear()` (in module `bpy.ops.mesh`)
- `cut()` (in module `bpy.ops.text`)
- `cutoff_distance` (`bpy.types.Light` attribute)
- `cycle_render_slot()` (in module `bpy.ops.image`)
- `cycles_after` (`bpy.types.FModifierCycles` attribute)
- `cycles_before` (`bpy.types.FModifierCycles` attribute)
- `cycles_integrator_preset_add()` (in module `bpy.ops.render`)
- `cycles_performance_preset_add()` (in module `bpy.ops.render`)
- `cycles_sampling_preset_add()` (in module `bpy.ops.render`)
- `cycles_viewport_sampling_preset_add()` (in module `bpy.ops.render`)
- `cyclic_toggle()` (in module `bpy.ops.curve`)
 - (in module `bpy.ops.curves`)
 - (in module `bpy.ops.mask`)
- `cyclical_set()` (in module `bpy.ops.grease_pencil`)
- `cylinder_project()` (in module `bpy.ops.uv`)

- `color_factor` (`bpy.types.GreasePencilOpacityModifier` attribute)
- `color_filter()` (in module `bpy.ops.sculpt`)
- `color_highlight` (`bpy.types.Gizmo` attribute)
- `color_hue` (`bpy.types.CompositorNodeColorMatte` attribute)
- `color_id` (`bpy.types.GeometryNodeGizmoDial` attribute)
 - (`bpy.types.GeometryNodeGizmoLinear` attribute)
- `color_management` (`bpy.types.ImageFormatSettings` attribute)
- `color_management_white_balance_preset_add()` (in module `bpy.ops.render`)
- `color_mask_set()` (in module `gpu.state`)
- `color_maximum` (`bpy.types.ParticleSettings` attribute)
- `color_mode` (`bpy.types.ColorRamp` attribute)
 - (`bpy.types.FCurve` attribute)
 - (`bpy.types.GpPaint` attribute)
 - (`bpy.types.GreasePencilColorModifier` attribute)
 - (`bpy.types.GreasePencilOpacityModifier` attribute)
 - (`bpy.types.GreasePencilTintModifier` attribute)
 - (`bpy.types.ImageFormatSettings` attribute)
 - (`bpy.types.VoronoiTexture` attribute)
- `color_modulation` (`bpy.types.CompositorNodeGlare` attribute)
- `color_move()` (in module `bpy.ops.palette`)
- `color_multiply` (`bpy.types.ColorBalanceModifier` attribute)
 - (`bpy.types.EffectStrip` attribute)
 - (`bpy.types.ImageStrip` attribute)
 - (`bpy.types.MaskStrip` attribute)
 - (`bpy.types.MetaStrip` attribute)
 - (`bpy.types.MovieClipStrip` attribute)
 - (`bpy.types.MovieStrip` attribute)
 - (`bpy.types.SceneStrip` attribute)
- `color_node` (`bpy.types.ThemeNodeEditor` attribute)
- `color_picker_type` (`bpy.types.PreferencesView` attribute)
- `color_post` (`bpy.types.MotionPath` attribute)
- `color_ramp_field` (`bpy.types.FluidDomainSettings` attribute)
- `color_ramp_field_scale` (`bpy.types.FluidDomainSettings` attribute)
- `color_saturation` (`bpy.types.CompositorNodeColorMatte` attribute)
 - (`bpy.types.EffectStrip` attribute)
 - (`bpy.types.ImageStrip` attribute)
 - (`bpy.types.MaskStrip` attribute)
 - (`bpy.types.MetaStrip` attribute)
 - (`bpy.types.MovieClipStrip` attribute)
 - (`bpy.types.MovieStrip` attribute)
 - (`bpy.types.SceneStrip` attribute)
- `color_set` (`bpy.types.ActionGroup` attribute)
- `color_space` (`bpy.types.CompositorNodeChannelMatte` attribute)
- `color_spread_speed` (`bpy.types.DynamicPaintSurface` attribute)
- `color_srgb` (`bpy.types.ByteColorAttributeValue` attribute)
 - (`bpy.types.FloatColorAttributeValue` attribute)
- `color_strip` (`bpy.types.ThemeSequenceEditor` attribute)
- `color_tag` (`bpy.types.Collection` attribute)
 - (`bpy.types.GreasePencilLayerGroup` attribute)
 - (`bpy.types.NodeTree` attribute)
 - (`bpy.types.Strip` attribute)