Skip to content GreasePencil(ID)

```
base classes — bpy_struct, ID
class bpy.types.GreasePencil(ID)
    Freehand annotation sketchbook
    animation data
        Animation data for this data-block
        TYPE:
             AnimData, (readonly)
    layers
        TYPE:
             GreasePencilLayers bpy_prop_collection of GPencilLayer, (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.is_missing
• ID.name
                     • ID.is runtime data
• ID.name full
                    • ID.is editable
• ID.id_type
                     • ID.tag
• ID.session_uid
                    • ID.is_library_indirect
• ID.is evaluated
                    • ID.library
• ID.original
                    • ID.library weak reference
• ID.users
                     • ID.asset data
• ID.use fake user
                     • ID.override library
• ID.use_extra_user
                     • ID.preview
• ID.is embedded data
```

Inherited Functions

- bpy struct.as pointer
- bpy struct.driver add
- bpy struct.driver remove
- bpy struct.get
- bpy_struct.id_properties_clear
- bpy_struct.id_properties_ensure
- bpy struct.id properties ui
- bpy_struct.is_property_hidden
- bpy struct.is property overridable library ID.override create
- 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 ID.bl_rna_get_subclass
- bpy_struct.property_unset

- bpy_struct.type_recast
- bpy struct.values
- ID.rename
- ID.evaluated get
- ID.copy
- ID.asset_mark
- ID.asset clear
- ID.asset generate preview
- 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_py

References

- bpy.context.annotation_data
- bpy.context.gpencil
- BlendData.grease_pencils
- BlendDataGreasePencils.new
- BlendDataGreasePencils.remove
- MovieClip.grease pencil
- MovieTrackingTrack.grease pencil
- NodeTree.grease pencil
- Scene.grease_pencil
- SpaceImageEditor.grease pencil
- SpaceSequenceEditor.grease pencil

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