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MetaBall(ID)

base classes — `bpy_struct`, `ID`

class `bpy.types.MetaBall(ID)`

Metaball data-block to define blobby surfaces

animation_data

Animation data for this data-block

TYPE:

`AnimData`, (readonly)

cycles

Cycles mesh settings

TYPE:

`CyclesMeshSettings`, (readonly)

elements

Metaball elements

TYPE:

`MetaBallElements` `bpy_prop_collection` of `MetaElement`, (readonly)

is_editmode

True when used in editmode

TYPE:

boolean, default False, (readonly)

materials

TYPE:

`IDMaterials` `bpy_prop_collection` of `Material`, (readonly)

render_resolution

Polygonization resolution in rendering

TYPE:

float in [0.005, 10000], default 0.2

resolution

Polygonization resolution in the 3D viewport

TYPE:

float in [0.005, 10000], default 0.4

texspace_location

Texture space location

TYPE:

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

texspace_size

Texture space size

TYPE:

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

threshold

Influence of metaball elements

TYPE:

float in $[0, 5]$, default 0.6

update_method

Metaball edit update behavior

- `UPDATE_ALWAYS` Always – While editing, update metaball always.
- `HALFRES` Half – While editing, update metaball in half resolution.
- `FAST` Fast – While editing, update metaball without polygonization.
- `NEVER` Never – While editing, don't update metaball at all.

TYPE:

enum in `['UPDATE_ALWAYS', 'HALFRES', 'FAST', 'NEVER']`, default `'UPDATE_ALWAYS'`

use_auto_texspace

Adjust active object's texture space automatically when transforming object

TYPE:

boolean, default True

transform(matrix)

Transform metaball elements by a matrix

PARAMETERS:

matrix (`mathutils.Matrix` of $4 * 4$ items in $[-\infty, \infty]$) – Matrix

update_gpu_tag()

update_gpu_tag

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.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`
- `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_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

- `bpy.context.meta_ball`
- `BlendDataMetaBalls.new`
- `BlendData.metaballs`
- `BlendDataMetaBalls.remove`