

- [s \(mathutils.Color attribute\)](#)
- [safe\\_areas\\_preset\\_add\(\) \(in module bpy.ops.camera\)](#)
- [SameShapeIdBP1D \(class in freestyle.predicates\)](#)
- [sample\(\) \(in module bpy.ops.image\)](#)
  - [\(in module bpy.ops.sequencer\)](#)
- [sample\\_color\(\) \(in module bpy.ops.paint\)](#)
  - [\(in module bpy.ops.sculpt\)](#)
- [sample\\_detail\\_size\(\) \(in module bpy.ops.sculpt\)](#)
- [sample\\_length \(bpy.types.GreasePencilOutlineModifier attribute\)](#)
- [sample\\_line\(\) \(in module bpy.ops.image\)](#)
- [sampler\(\) \(gpu.types.GPUShaderCreateInfo method\)](#)
- [samples \(bpy.types.CompositorNodeVecBlur attribute\)](#)
  - [\(bpy.types.ShaderFxBlur attribute\)](#)
  - [\(bpy.types.ShaderFxGlow attribute\)](#)
  - [\(bpy.types.ShaderFxRim attribute\)](#)
  - [\(bpy.types.ShaderFxShadow attribute\)](#)
  - [\(bpy.types.ShaderNodeAmbientOcclusion attribute\)](#)
  - [\(bpy.types.ShaderNodeBevel attribute\)](#)
  - [\(bpy.types.ViewLayer attribute\)](#)
- [samples\\_to\\_keys\(\) \(in module bpy.ops.graph\)](#)
- [sampling \(bpy.types.LineStyleGeometryModifier\\_Sampling attribute\)](#)
- [SamplingShader \(class in freestyle.shaders\)](#)
- [saturation \(bpy.types.ColorMapping attribute\)](#)
  - [\(bpy.types.GreasePencilColorModifier attribute\)](#)
  - [\(bpy.types.Texture attribute\)](#)
- [save\(\) \(bpy.types.Image method\)](#)
  - [\(bpy.types.ImagePackedFile method\)](#)
  - [\(bpy.types.VolumeGrids method\)](#)
  - [\(in module bpy.ops.image\)](#)
  - [\(in module bpy.ops.text\)](#)
- [save\\_all\\_modified\(\) \(in module bpy.ops.image\)](#)
- [save\\_as\(\) \(in module bpy.ops.image\)](#)
  - [\(in module bpy.ops.text\)](#)
- [save\\_as\\_mainfile\(\) \(in module bpy.ops.wm\)](#)
- [save\\_as\\_render \(bpy.types.CompositorNodeOutputFile attribute\)](#)
  - [\(bpy.types.NodeOutputFileSlotFile attribute\)](#)
- [save\\_homefile\(\) \(in module bpy.ops.wm\)](#)
- [save\\_mainfile\(\) \(in module bpy.ops.wm\)](#)
- [save\\_mode \(bpy.types.BakeSettings attribute\)](#)
- [save\\_post \(in module bpy.app.handlers\)](#)
- [save\\_post\\_fail \(in module bpy.app.handlers\)](#)
- [save\\_pre \(in module bpy.app.handlers\)](#)
- [save\\_render\(\) \(bpy.types.Image method\)](#)
- [save\\_sequence\(\) \(in module bpy.ops.image\)](#)
- [save\\_userpref\(\) \(in module bpy.ops.wm\)](#)
- [save\\_version \(bpy.types.PreferencesFilePaths attribute\)](#)
- [sawtooth\(\) \(aud.Sound class method\)](#)
- [scale \(bpy.types.CacheFile attribute\)](#)
  - [\(bpy.types.CameraBackgroundImage attribute\)](#)
  - [\(bpy.types.CorrectiveSmoothModifier attribute\)](#)
  - [\(bpy.types.FModifierNoise attribute\)](#)
  - [\(bpy.types.GreasePencilLayer attribute\)](#)
  - [\(bpy.types.GreasePencilOffsetModifier attribute\)](#)
- [show\\_navigate\\_ui \(bpy.types.PreferencesView attribute\)](#)
- [show\\_nodes \(bpy.types.DopeSheet attribute\)](#)
- [show\\_number \(bpy.types.ParticleSettings attribute\)](#)
- [show\\_object\\_extras \(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_info \(bpy.types.PreferencesView attribute\)](#)
- [show\\_object\\_origins \(bpy.types.View3DOverlay attribute\)](#)
- [show\\_object\\_origins\\_all \(bpy.types.View3DOverlay attribute\)](#)
- [show\\_object\\_outline \(bpy.types.View3DShading attribute\)](#)
- [show\\_object\\_select\\_armature \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_camera \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_curve \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_curves \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_empty \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_font \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_grease\\_pencil \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_lattice \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_light \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_light\\_probe \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_mesh \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_meta \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_pointcloud \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_speaker \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_surf \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_select\\_volume \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_viewport\\_armature \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_viewport\\_camera \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_viewport\\_curve \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_viewport\\_curves \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_viewport\\_empty \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_viewport\\_font \(bpy.types.SpaceView3D attribute\)](#)
  - [\(bpy.types.XrSessionSettings attribute\)](#)
- [show\\_object\\_viewport\\_grease\\_pencil \(bpy.types.SpaceView3D attribute\)](#)

- (bpy.types.LineStyleGeometryModifier\_SpatialNoise attribute)
- (bpy.types.MovieTrackingObject attribute)
- (bpy.types.NlaStrip attribute)
- (bpy.types.Object attribute)
- (bpy.types.PoseBone attribute)
- (bpy.types.RemeshModifier attribute)
- (bpy.types.ShaderFxShadow attribute)
- (bpy.types.TextureMapping attribute)
- (bpy.types.TextureSlot attribute)
- (bpy.types.UVWarpModifier attribute)
- scale() (bpy.types.Image method)
  - (in module bmesh.ops)
  - (in module gpu.matrix)
- Scale() (mathutils.Matrix class method)
- scale\_average() (in module bpy.ops.graph)
- scale\_basis (bpy.types.Gizmo attribute)
- scale\_clear() (in module bpy.ops.object)
  - (in module bpy.ops.pose)
- scale\_estimate (bpy.types.SoftBodySettings attribute)
- scale\_from\_neighbor() (in module bpy.ops.graph)
- scale\_length (bpy.types.UnitSettings attribute)
- scale\_max (bpy.types.MovieTrackingStabilization attribute)
- scale\_mode (bpy.types.GeometryNodeScaleElements attribute)
- scale\_size() (in module bpy.ops.brush)
- scale\_start\_x (bpy.types.TransformStrip attribute)
- scale\_start\_y (bpy.types.TransformStrip attribute)
- scale\_uniform() (in module gpu.matrix)
- scale\_x (bpy.types.LineStyleGeometryModifier\_2DTransform attribute)
  - (bpy.types.StripTransform attribute)
  - (bpy.types.UILayout attribute)
  - (bpy.types.UVProjectModifier attribute)
- scale\_y (bpy.types.LineStyleGeometryModifier\_2DTransform attribute)
  - (bpy.types.StripTransform attribute)
  - (bpy.types.UILayout attribute)
  - (bpy.types.UVProjectModifier attribute)
- scene (aud.DynamicMusic attribute)
  - (bpy.types.CompositorNodeCryptomatteV2 attribute)
  - (bpy.types.CompositorNodeDefocus attribute)
  - (bpy.types.CompositorNodeRLayers attribute)
  - (bpy.types.SceneStrip attribute)
  - (bpy.types.Window attribute)
- Scene (class in bpy.types)
- scene (in module bpy.context)
- Scene.animation\_data (in module bpy.types)
- Scene.collection (in module bpy.types)
- Scene.cursor (in module bpy.types)
- Scene.cycles (in module bpy.types)
- Scene.cycles\_curves (in module bpy.types)
- Scene.display (in module bpy.types)
- Scene.display\_settings (in module bpy.types)
- Scene.eevee (in module bpy.types)
- Scene.frame\_current\_final (in module bpy.types)
- Scene.grease\_pencil\_settings (in module bpy.types)
- Scene.hydra (in module bpy.types)
- Scene.is\_nla\_tweakmode (in module bpy.types)
- Scene.keying\_sets (in module bpy.types)
- attribute
- (bpy.types.XrSessionSettings attribute)
- show\_object\_viewport\_lattice (bpy.types.SpaceView3D attribute)
  - (bpy.types.XrSessionSettings attribute)
- show\_object\_viewport\_light (bpy.types.SpaceView3D attribute)
  - (bpy.types.XrSessionSettings attribute)
- show\_object\_viewport\_light\_probe (bpy.types.SpaceView3D attribute)
  - (bpy.types.XrSessionSettings attribute)
- show\_object\_viewport\_mesh (bpy.types.SpaceView3D attribute)
  - (bpy.types.XrSessionSettings attribute)
- show\_object\_viewport\_meta (bpy.types.SpaceView3D attribute)
  - (bpy.types.XrSessionSettings attribute)
- show\_object\_viewport\_pointcloud (bpy.types.SpaceView3D attribute)
  - (bpy.types.XrSessionSettings attribute)
- show\_object\_viewport\_speaker (bpy.types.SpaceView3D attribute)
  - (bpy.types.XrSessionSettings attribute)
- show\_object\_viewport\_surf (bpy.types.SpaceView3D attribute)
  - (bpy.types.XrSessionSettings attribute)
- show\_object\_viewport\_volume (bpy.types.SpaceView3D attribute)
  - (bpy.types.XrSessionSettings attribute)
- show\_on\_cage (bpy.types.Modifier attribute)
- show\_on\_foreground (bpy.types.CameraBackgroundImage attribute)
- show\_one\_level() (in module bpy.ops.outliner)
- show\_onion\_skins (bpy.types.View3DOverlay attribute)
- show\_only\_control\_edges (bpy.types.MultiresModifier attribute)
  - (bpy.types.SubsurfModifier attribute)
- show\_only\_errors (bpy.types.DopeSheet attribute)
- show\_only\_selected (bpy.types.DopeSheet attribute)
  - (bpy.types.MovieTrackingDopesheet attribute)
  - (bpy.types.SpaceSpreadsheet attribute)
- show\_only\_selected\_curve\_keyframes (bpy.types.PreferencesEdit attribute)
- show\_only\_shape\_key (bpy.types.Object attribute)
- show\_only\_slot\_of\_active\_object (bpy.types.DopeSheet attribute)
- show\_options (bpy.types.Node attribute)
- show\_ortho\_grid (bpy.types.View3DOverlay attribute)
- show\_outline\_selected (bpy.types.View3DOverlay attribute)
- show\_overexposed (bpy.types.SpaceSequenceEditor attribute)
- show\_overlay\_frame (bpy.types.SequenceEditor attribute)
- show\_overlays (bpy.types.SpaceImageOverlay attribute)
  - (bpy.types.SpaceNodeOverlay attribute)
  - (bpy.types.SpaceSequenceEditor attribute)
  - (bpy.types.View3DOverlay attribute)
- show\_paint\_wire (bpy.types.View3DOverlay attribute)
- show\_parallax (bpy.types.LightProbeSphere attribute)
- show\_particles (bpy.types.DopeSheet attribute)
  - (bpy.types.ParticleEdit attribute)
- show\_passepartout (bpy.types.Camera attribute)
- show\_passthrough (bpy.types.XrSessionSettings attribute)
- show\_pixel\_coords (bpy.types.SpaceUVEditor attribute)
- show\_playback\_fps (bpy.types.PreferencesView attribute)
- show\_pointclouds (bpy.types.DopeSheet attribute)
- show\_pose\_markers (bpy.types.SpaceDopeSheetEditor attribute)
- show\_preview (bpy.types.Node attribute)
- show\_previews (bpy.types.SpaceNodeOverlay attribute)

- `Scene.keying_sets_all` (in module `bpy.types`)
- `Scene.node_tree` (in module `bpy.types`)
- `Scene.objects` (in module `bpy.types`)
- `Scene.render` (in module `bpy.types`)
- `Scene.rigidbody_world` (in module `bpy.types`)
- `Scene.safe_areas` (in module `bpy.types`)
- `Scene.sequence_editor` (in module `bpy.types`)
- `Scene.sequencer_colors_space_settings` (in module `bpy.types`)
- `Scene.timeline_markers` (in module `bpy.types`)
- `Scene.tool_settings` (in module `bpy.types`)
- `Scene.transform_orientation_slots` (in module `bpy.types`)
- `Scene.unit_settings` (in module `bpy.types`)
- `Scene.view_layers` (in module `bpy.types`)
- `Scene.view_settings` (in module `bpy.types`)
- `scene_bbox` (`freestyle.types.ViewMap` attribute)
- `scene_camera` (`bpy.types.SceneStrip` attribute)
- `scene_drop()` (in module `bpy.ops.outliner`)
- `scene_frame_range_update()` (in module `bpy.ops.sequencer`)
- `scene_input` (`bpy.types.SceneStrip` attribute)
- `scene_operation()` (in module `bpy.ops.outliner`)
- `scene_pin_toggle()` (in module `bpy.ops.workspace`)
- `scene_range_frame()` (in module `bpy.ops.anim`)
- `scene_strip` (`bpy.types.ThemeSequenceEditor` attribute)
- `scene_strip_add()` (in module `bpy.ops.sequencer`)
- `scene_strip_add_new()` (in module `bpy.ops.sequencer`)
- `SCENE_UL_gltf2_filter_action` (class in `bpy.types`)
- `SCENE_UL_keying_set_paths` (class in `bpy.types`)
- `SceneDisplay` (class in `bpy.types`)
- `SceneDisplay.shading` (in module `bpy.types`)
- `SceneEevee` (class in `bpy.types`)
- `SceneEevee.ray_tracing_options` (in module `bpy.types`)
- `SceneGpencil` (class in `bpy.types`)
- `SceneHydra` (class in `bpy.types`)
- `SceneObjects` (class in `bpy.types`)
- `SceneRenderView` (class in `bpy.types`)
- `SceneStrip` (class in `bpy.types`)
- `SceneStrip.crop` (in module `bpy.types`)
- `SceneStrip.fps` (in module `bpy.types`)
- `SceneStrip.proxy` (in module `bpy.types`)
- `SceneStrip.retiming_keys` (in module `bpy.types`)
- `SceneStrip.transform` (in module `bpy.types`)
- `scissor_get()` (in module `gpu.state`)
- `scissor_set()` (in module `gpu.state`)
- `scissor_test_set()` (in module `gpu.state`)
- `scope_back` (`bpy.types.ThemeImageEditor` attribute)
- `Scopes` (class in `bpy.types`)
- `Scopes.histogram` (in module `bpy.types`)
- `screen` (`bpy.types.Window` attribute)
- `Screen` (class in `bpy.types`)
- `screen` (in module `bpy.context`)
- `Screen.areas` (in module `bpy.types`)
- `Screen.is_animation_playing` (in module `bpy.types`)
- `Screen.is_scrubbing` (in module `bpy.types`)
- `Screen.is_temporary` (in module `bpy.types`)
- `Screen.show_fullscreen` (in module `bpy.types`)
- `screen_balance` (`bpy.types.CompositorNodeKeying` attribute)
- `screen_full_area()` (in module `bpy.ops.screen`)
- `show_recent_locations` (`bpy.types.PreferencesFilePaths` attribute)
- `show_reconstruction` (`bpy.types.SpaceView3D` attribute)
- `show_red_channel` (`bpy.types.SpaceClipEditor` attribute)
- `show_region_asset_shelf` (`bpy.types.SpaceImageEditor` attribute)
  - (`bpy.types.SpaceView3D` attribute)
- `show_region_channels` (`bpy.types.SpaceDopeSheetEditor` attribute)
  - (`bpy.types.SpaceGraphEditor` attribute)
  - (`bpy.types.SpaceNLA` attribute)
  - (`bpy.types.SpaceSequenceEditor` attribute)
  - (`bpy.types.SpaceSpreadsheet` attribute)
- `show_region_footer` (`bpy.types.SpaceSpreadsheet` attribute)
  - (`bpy.types.SpaceTextEditor` attribute)
- `show_region_header` (`bpy.types.Space` attribute)
- `show_region_hud` (`bpy.types.SpaceClipEditor` attribute)
  - (`bpy.types.SpaceDopeSheetEditor` attribute)
  - (`bpy.types.SpaceGraphEditor` attribute)
  - (`bpy.types.SpaceImageEditor` attribute)
  - (`bpy.types.SpaceNLA` attribute)
  - (`bpy.types.SpaceSequenceEditor` attribute)
  - (`bpy.types.SpaceView3D` attribute)
- `show_region_tool_header` (`bpy.types.SpaceImageEditor` attribute)
  - (`bpy.types.SpaceSequenceEditor` attribute)
  - (`bpy.types.SpaceView3D` attribute)
- `show_region_tool_props` (`bpy.types.SpaceFileBrowser` attribute)
- `show_region_toolbar` (`bpy.types.SpaceClipEditor` attribute)
  - (`bpy.types.SpaceFileBrowser` attribute)
  - (`bpy.types.SpaceImageEditor` attribute)
  - (`bpy.types.SpaceNodeEditor` attribute)
  - (`bpy.types.SpaceSequenceEditor` attribute)
  - (`bpy.types.SpaceSpreadsheet` attribute)
  - (`bpy.types.SpaceView3D` attribute)
- `show_region_ui` (`bpy.types.SpaceClipEditor` attribute)
  - (`bpy.types.SpaceDopeSheetEditor` attribute)
  - (`bpy.types.SpaceFileBrowser` attribute)
  - (`bpy.types.SpaceGraphEditor` attribute)
  - (`bpy.types.SpaceImageEditor` attribute)
  - (`bpy.types.SpaceNLA` attribute)
  - (`bpy.types.SpaceNodeEditor` attribute)
  - (`bpy.types.SpaceSequenceEditor` attribute)
  - (`bpy.types.SpaceSpreadsheet` attribute)
  - (`bpy.types.SpaceTextEditor` attribute)
  - (`bpy.types.SpaceView3D` attribute)
- `show_regions_visibility_toggle` (`bpy.types.PreferencesApps` attribute)
- `show_relationship_lines` (`bpy.types.View3DOverlay` attribute)
- `show_render` (`bpy.types.FreestyleLineSet` attribute)
  - (`bpy.types.Modifier` attribute)
  - (`bpy.types.ShaderFx` attribute)
- `show_repeat` (`bpy.types.SpaceImageEditor` attribute)
- `show_report_debug` (`bpy.types.SpaceInfo` attribute)
- `show_report_error` (`bpy.types.SpaceInfo` attribute)
- `show_report_info` (`bpy.types.SpaceInfo` attribute)
- `show_report_operator` (`bpy.types.SpaceInfo` attribute)
- `show_report_warning` (`bpy.types.SpaceInfo` attribute)
- `show_reroute_auto_labels` (`bpy.types.SpaceNodeOverlay` attribute)
- `show_restrict_column_enable` (`bpy.types.SpaceOutliner` attribute)
- `show_restrict_column_hide` (`bpy.types.SpaceOutliner` attribute)
- `show_restrict_column_holdout` (`bpy.types.SpaceOutliner` attribute)

- `screen_grab_size` (bpy.types.ImagePaint attribute)
- `screen_set()` (in module bpy.ops.screen)
- `screen_trace_quality` (bpy.types.RaytraceEVEVE attribute)
- `screen_trace_thickness` (bpy.types.RaytraceEVEVE attribute)
- `screenshot()` (in module bpy.ops.screen)
- `screenshot_area()` (in module bpy.ops.screen)
- `screw()` (in module bpy.ops.mesh)
- `screw_offset` (bpy.types.ScrewModifier attribute)
- `ScrewModifier` (class in bpy.types)
- `script` (bpy.types.FreestyleModuleSettings attribute)
  - (bpy.types.ShaderNodeScript attribute)
- `script_directory_add()` (in module bpy.ops.preferences)
- `script_directory_remove()` (in module bpy.ops.preferences)
- `script_node` (bpy.types.ThemeNodeEditor attribute)
- `script_path_user()` (in module bpy.utils)
- `script_paths()` (in module bpy.utils)
- `ScriptDirectory` (class in bpy.types)
- `ScriptDirectoryCollection` (class in bpy.types)
- `scroll()` (in module bpy.ops.text)
- `scroll_bar()` (in module bpy.ops.text)
- `scroll_down()` (in module bpy.ops.view2d)
- `scroll_left()` (in module bpy.ops.view2d)
- `scroll_page()` (in module bpy.ops.outliner)
- `scroll_right()` (in module bpy.ops.view2d)
- `scroll_up()` (in module bpy.ops.view2d)
- `scrollback` (bpy.types.PreferencesSystem attribute)
- `scrollback_append()` (in module bpy.ops.console)
- `scroller_activate()` (in module bpy.ops.view2d)
- `Sculpt` (class in bpy.types)
- `Sculpt.automasking_cavity_curve` (in module bpy.types)
- `Sculpt.automasking_cavity_curve_op` (in module bpy.types)
- `sculpt_curves_cage_opacity` (bpy.types.View3DOverlay attribute)
- `sculpt_curves_falloff_preset()` (in module bpy.ops.brush)
- `sculpt_levels` (bpy.types.MultiresModifier attribute)
- `sculpt_mode_face_sets_opacity` (bpy.types.View3DOverlay attribute)
- `sculpt_mode_mask_opacity` (bpy.types.View3DOverlay attribute)
- `sculpt_object` (in module bpy.context)
- `sculpt_paint()` (in module bpy.ops.grease\_pencil)
- `sculpt_paint_overlay_color` (bpy.types.PreferencesEdit attribute)
- `sculpt_plane` (bpy.types.Brush attribute)
- `sculpt_tool` (bpy.types.Brush attribute)
- `sculptmode_toggle()` (in module bpy.ops.curves)
  - (in module bpy.ops.grease\_pencil)
  - (in module bpy.ops.sculpt)
- `sdl` (in module bpy.app)
- `seam` (bmesh.types.BMEdge attribute)
- `seam_bleed` (bpy.types.ImagePaint attribute)
- `seam_margin` (bpy.types.Image attribute)
- `seams_from_islands()` (in module bpy.ops.uv)
- `search_filter` (bpy.types.AssetShelf attribute)
  - (bpy.types.SpaceProperties attribute)
- `search_max` (bpy.types.MovieTrackingMarker attribute)
- `search_menu()` (in module bpy.ops.wm)
- `search_min` (bpy.types.MovieTrackingMarker attribute)
- `search_operator()` (in module bpy.ops.wm)
- `search_single_menu()` (in module bpy.ops.wm)
- `show_restrict_column_indirect_only` (bpy.types.SpaceOutliner attribute)
- `show_restrict_column_render` (bpy.types.SpaceOutliner attribute)
- `show_restrict_column_select` (bpy.types.SpaceOutliner attribute)
- `show_restrict_column_viewport` (bpy.types.SpaceOutliner attribute)
- `show_retiming_keys` (bpy.types.Strip attribute)
- `show_retology` (bpy.types.View3DOverlay attribute)
- `show_safe_areas` (bpy.types.Camera attribute)
  - (bpy.types.SequencerPreviewOverlay attribute)
- `show_safe_center` (bpy.types.Camera attribute)
  - (bpy.types.SequencerPreviewOverlay attribute)
- `show_scenes` (bpy.types.DopeSheet attribute)
- `show_sculpt_curves_cage` (bpy.types.View3DOverlay attribute)
- `show_sculpt_face_sets` (bpy.types.View3DOverlay attribute)
- `show_sculpt_mask` (bpy.types.View3DOverlay attribute)
- `show_seconds` (bpy.types.SpaceClipEditor attribute)
  - (bpy.types.SpaceDopeSheetEditor attribute)
  - (bpy.types.SpaceGraphEditor attribute)
  - (bpy.types.SpaceNLA attribute)
  - (bpy.types.SpaceSequenceEditor attribute)
- `show_selection` (bpy.types.XrSessionSettings attribute)
- `show_sensor` (bpy.types.Camera attribute)
- `show_shaded` (bpy.types.ThemeWidgetColors attribute)
- `show_shadows` (bpy.types.ObjectDisplay attribute)
  - (bpy.types.View3DShading attribute)
- `show_shapekeys` (bpy.types.DopeSheet attribute)
- `show_size` (bpy.types.ParticleSettings attribute)
- `show_sliders` (bpy.types.SpaceDopeSheetEditor attribute)
  - (bpy.types.SpaceGraphEditor attribute)
- `show_speakers` (bpy.types.DopeSheet attribute)
- `show_specular_highlight` (bpy.types.View3DShading attribute)
- `show_splash` (bpy.types.PreferencesView attribute)
- `show_split_normals` (bpy.types.View3DOverlay attribute)
- `show_stable` (bpy.types.SpaceClipEditor attribute)
- `show_stats` (bpy.types.View3DOverlay attribute)
- `show_statusbar` (bpy.types.Screen attribute)
- `show_statusbar_memory` (bpy.types.PreferencesView attribute)
- `show_statusbar_scene_duration` (bpy.types.PreferencesView attribute)
- `show_statusbar_stats` (bpy.types.PreferencesView attribute)
- `show_statusbar_version` (bpy.types.PreferencesView attribute)
- `show_statusbar_vram` (bpy.types.PreferencesView attribute)
- `show_statvis` (bpy.types.View3DOverlay attribute)
- `show_stereo_3d` (bpy.types.SpaceImageEditor attribute)
- `show_stereo_3d_cameras` (bpy.types.SpaceView3D attribute)
- `show_stereo_3d_convergence_plane` (bpy.types.SpaceView3D attribute)
- `show_stereo_3d_volume` (bpy.types.SpaceView3D attribute)
- `show_stretch` (bpy.types.SpaceUVEditor attribute)
- `show_strip_curves` (bpy.types.SpaceNLA attribute)
- `show_strip_duration` (bpy.types.SequencerTimelineOverlay attribute)
- `show_strip_name` (bpy.types.SequencerTimelineOverlay attribute)
- `show_strip_offset` (bpy.types.SequencerTimelineOverlay attribute)
- `show_strip_retiming` (bpy.types.SequencerTimelineOverlay attribute)
- `show_strip_source` (bpy.types.SequencerTimelineOverlay attribute)
- `show_strip_tag_color` (bpy.types.SequencerTimelineOverlay attribute)
- `show_stroke` (bpy.types.MaterialGPencilStyle attribute)



- `second` (`freestyle.types.Id` attribute)
- `second_svertex` (`freestyle.types.CurvePoint` attribute)
  - (`freestyle.types.FEdge` attribute)
- `secondary_axis` (`bpy.types.FunctionNodeAxesToRotation` attribute)
- `secondary_color` (`bpy.types.Brush` attribute)
  - (`bpy.types.UnifiedPaintSettings` attribute)
- `seed` (`bpy.types.BuildModifier` attribute)
  - (`bpy.types.FieldSettings` attribute)
  - (`bpy.types.GreasePencilArrayModifier` attribute)
  - (`bpy.types.GreasePencilLengthModifier` attribute)
  - (`bpy.types.GreasePencilNoiseModifier` attribute)
  - (`bpy.types.GreasePencilOffsetModifier` attribute)
  - (`bpy.types.LineStyleAlphaModifier_Noise` attribute)
  - (`bpy.types.LineStyleColorModifier_Noise` attribute)
  - (`bpy.types.LineStyleGeometryModifier_PerlinNoise1D` attribute)
  - (`bpy.types.LineStyleGeometryModifier_PerlinNoise2D` attribute)
  - (`bpy.types.LineStyleThicknessModifier_Noise` attribute)
  - (`bpy.types.ParticleSystem` attribute)
- `seed_set()` (in module `mathutils.noise`)
- `segment_active_index` (`bpy.types.GreasePencilDashModifierData` attribute)
  - (`bpy.types.GreasePencilTimeModifier` attribute)
- `segment_end` (`bpy.types.GreasePencilTimeModifierSegment` attribute)
- `segment_influence` (`bpy.types.GreasePencilLengthModifier` attribute)
- `segment_mode` (`bpy.types.GreasePencilTimeModifierSegment` attribute)
- `segment_repeat` (`bpy.types.GreasePencilTimeModifierSegment` attribute)
- `segment_start` (`bpy.types.GreasePencilTimeModifierSegment` attribute)
- `segments` (`bpy.types.BevelModifier` attribute)
- `segments_size` (`freestyle.types.Curve` attribute)
- `select` (`bmesh.types.BMEdge` attribute)
  - (`bmesh.types.BMFace` attribute)
  - (`bmesh.types.BMLoopUV` attribute)
  - (`bmesh.types.BMVert` attribute)
  - (`bpy.types.ActionGroup` attribute)
  - (`bpy.types.ActionSlot` attribute)
  - (`bpy.types.Bone` attribute)
  - (`bpy.types.CurveMapPoint` attribute)
  - (`bpy.types.CurveProfilePoint` attribute)
  - (`bpy.types.EditBone` attribute)
  - (`bpy.types.FCurve` attribute)
  - (`bpy.types.FCurveSample` attribute)
  - (`bpy.types.Gizmo` attribute)
  - (`bpy.types.GPencilFrame` attribute)
  - (`bpy.types.GPencilLayer` attribute)
  - (`bpy.types.GreasePencilFrame` attribute)
  - (`bpy.types.GreasePencilLayer` attribute)
  - (`bpy.types.LatticePoint` attribute)
  - (`bpy.types.MaskLayer` attribute)
  - (`bpy.types.MaskSplinePoint` attribute)
  - (`bpy.types.MaskSplinePointUW` attribute)
  - (`bpy.types.MeshEdge` attribute)
  - (`bpy.types.MeshPolygon` attribute)
  - (`bpy.types.MeshUVLoop` attribute)
  - (`bpy.types.MeshVertex` attribute)
  - (`bpy.types.MetaElement` attribute)
  - (`bpy.types.MotionPathVert` attribute)
  - (`bnv.tvnes.MovieTrackingPlaneTrack` attribute)
- `show_subframe` (`bpy.types.Scene` attribute)
- `show_summary` (`bpy.types.DopeSheet` attribute)
- `show_sync_view` (`bpy.types.RegionView3D` attribute)
- `show_syntax_highlight` (`bpy.types.SpaceTextEditor` attribute)
- `show_system_bookmarks` (`bpy.types.PreferencesFilePaths` attribute)
- `show_texpaint` (`bpy.types.SpaceUVEditor` attribute)
- `show_text` (`bpy.types.View3DOverlay` attribute)
- `show_texture` (`bpy.types.Node` attribute)
- `show_texture_space` (`bpy.types.Object` attribute)
- `show_textures` (`bpy.types.DopeSheet` attribute)
- `show_thumbnails` (`bpy.types.SequencerTimelineOverlay` attribute)
- `show_timing` (`bpy.types.SpaceNodeOverlay` attribute)
- `show_tiny_markers` (`bpy.types.SpaceClipEditor` attribute)
- `show_tooltips` (`bpy.types.PreferencesView` attribute)
- `show_tooltips_python` (`bpy.types.PreferencesView` attribute)
- `show_track_path` (`bpy.types.SpaceClipEditor` attribute)
- `show_tracks_expanded` (`bpy.types.MovieTrackingStabilization` attribute)
- `show_transform_preview` (`bpy.types.SpaceSequenceEditor` attribute)
- `show_transforms` (`bpy.types.DopeSheet` attribute)
- `show_transparent` (`bpy.types.Object` attribute)
- `show_transparent_back` (`bpy.types.Material` attribute)
- `show_ui_keyconfig` (`bpy.types.PreferencesKeymap` attribute)
- `show_unborn` (`bpy.types.ExplodeModifier` attribute)
  - (`bpy.types.ParticleInstanceModifier` attribute)
  - (`bpy.types.ParticleSettings` attribute)
- `show_uv_local_view` (`bpy.types.ToolSettings` attribute)
- `show_velocity` (`bpy.types.FluidDomainSettings` attribute)
  - (`bpy.types.ParticleSettings` attribute)
- `show_vertex_normals` (`bpy.types.View3DOverlay` attribute)
- `show_view_name` (`bpy.types.PreferencesView` attribute)
- `show_viewer` (`bpy.types.SpaceView3D` attribute)
- `show_viewer_attribute` (`bpy.types.View3DOverlay` attribute)
- `show_viewer_text` (`bpy.types.View3DOverlay` attribute)
- `show_viewport` (`bpy.types.Modifier` attribute)
  - (`bpy.types.ShaderFx` attribute)
- `show_volumes` (`bpy.types.DopeSheet` attribute)
- `show_waveform` (`bpy.types.SoundStrip` attribute)
- `show_weight` (`bpy.types.View3DOverlay` attribute)
- `show_wire` (`bpy.types.Bone` attribute)
  - (`bpy.types.EditBone` attribute)
  - (`bpy.types.Object` attribute)
- `show_wire_color` (`bpy.types.SpaceNodeOverlay` attribute)
- `show_wireframes` (`bpy.types.View3DOverlay` attribute)
- `show_word_wrap` (`bpy.types.SpaceTextEditor` attribute)
- `show_workds` (`bpy.types.DopeSheet` attribute)
- `show_wpaint_contours` (`bpy.types.View3DOverlay` attribute)
- `show_xray` (`bpy.types.View3DShading` attribute)
- `show_xray_bone` (`bpy.types.View3DOverlay` attribute)
- `show_xray_wireframe` (`bpy.types.View3DShading` attribute)
- `shrink` (`bpy.types.NodeFrame` attribute)
- `shrink_fatten()` (in module `bpy.ops.transform`)
- `shrink_max` (`bpy.types.ClothSettings` attribute)
- `shrink_min` (`bpy.types.ClothSettings` attribute)
- `shrink_speed` (`bpy.types.DynamicPaintSurface` attribute)
- `shrinkwrap_type` (`bpy.types.ShrinkwrapConstraint` attribute)
- `ShrinkwrapConstraint` (class in `bnv.tvnes`)

#### bpy.types module (class in bpy.types)

- (bpy.types.MovieTrackingTrack attribute)
- (bpy.types.NlaStrip attribute)
- (bpy.types.NlaTrack attribute)
- (bpy.types.Node attribute)
- (bpy.types.ObjectBase attribute)
- (bpy.types.SplinePoint attribute)
- (bpy.types.Strip attribute)
- (bpy.types.ThemeBoneColorSet attribute)
- (bpy.types.ThemeConsole attribute)
- (bpy.types.TimelineMarker attribute)
- select() (freestyle.types.Operators static method)
  - (in module bpy.ops.clip)
  - (in module bpy.ops.file)
  - (in module bpy.ops.marker)
  - (in module bpy.ops.mask)
  - (in module bpy.ops.node)
  - (in module bpy.ops.paintcurve)
  - (in module bpy.ops.sequencer)
  - (in module bpy.ops.uv)
  - (in module bpy.ops.view3d)
- select\_all() (in module bpy.ops.action)
  - (in module bpy.ops.armature)
  - (in module bpy.ops.clip)
  - (in module bpy.ops.console)
  - (in module bpy.ops.curve)
  - (in module bpy.ops.curves)
  - (in module bpy.ops.file)
  - (in module bpy.ops.font)
  - (in module bpy.ops.graph)
  - (in module bpy.ops.grease\_pencil)
  - (in module bpy.ops.info)
  - (in module bpy.ops.lattice)
  - (in module bpy.ops.marker)
  - (in module bpy.ops.mask)
  - (in module bpy.ops.mball)
  - (in module bpy.ops.mesh)
  - (in module bpy.ops.nla)
  - (in module bpy.ops.node)
  - (in module bpy.ops.object)
  - (in module bpy.ops.outliner)
  - (in module bpy.ops.particle)
  - (in module bpy.ops.pose)
  - (in module bpy.ops.sequencer)
  - (in module bpy.ops.text)
  - (in module bpy.ops.uv)
- select\_alternate() (in module bpy.ops.grease\_pencil)
- select\_anchor (bpy.types.MovieTrackingTrack attribute)
- select\_axis() (in module bpy.ops.mesh)
- select\_bias (bpy.types.Gizmo attribute)
- select\_bookmark() (in module bpy.ops.file)
- select\_border (bpy.types.FreestyleLineSet attribute)
- select\_box() (in module bpy.ops.action)
  - (in module bpy.ops.clip)
  - (in module bpy.ops.file)
  - (in module bpy.ops.graph)
  - (in module bpy.ops.info)

#### bpy.types module (class in bpy.types)

- ShrinkwrapModifier (class in bpy.types)
- shutter\_curve\_preset() (in module bpy.ops.render)
- sigma\_color (bpy.types.CompositorNodeBilateralBlur attribute)
- sigma\_space (bpy.types.CompositorNodeBilateralBlur attribute)
- silence() (aud.Sound class method)
- silhouette\_filtering (bpy.types.GreasePencilLineartModifier attribute)
- sim\_output\_node\_id (bpy.types.SimulationZoneViewerPathElem attribute)
- SimpleDeformModifier (class in bpy.types)
- simplify() (in module freestyle.utils)
- simplify\_child\_particles (bpy.types.RenderSettings attribute)
- simplify\_child\_particles\_render (bpy.types.RenderSettings attribute)
- simplify\_factor (bpy.types.BrushGpencilSettings attribute)
- simplify\_gpencil (bpy.types.RenderSettings attribute)
- simplify\_gpencil\_antialiasing (bpy.types.RenderSettings attribute)
- simplify\_gpencil\_modifier (bpy.types.RenderSettings attribute)
- simplify\_gpencil\_onplay (bpy.types.RenderSettings attribute)
- simplify\_gpencil\_shader\_fx (bpy.types.RenderSettings attribute)
- simplify\_gpencil\_tint (bpy.types.RenderSettings attribute)
- simplify\_gpencil\_view\_fill (bpy.types.RenderSettings attribute)
- simplify\_pixel\_threshold (bpy.types.BrushGpencilSettings attribute)
- simplify\_subdivision (bpy.types.RenderSettings attribute)
- simplify\_subdivision\_render (bpy.types.RenderSettings attribute)
- simplify\_volumes (bpy.types.RenderSettings attribute)
- simulated\_frames (bpy.types.ThemeDopeSheet attribute)
- simulation\_frame\_end (bpy.types.Scene attribute)
- simulation\_frame\_start (bpy.types.Scene attribute)
- simulation\_method (bpy.types.FluidDomainSettings attribute)
- simulation\_nodes\_cache\_bake() (in module bpy.ops.object)
- simulation\_nodes\_cache\_calculate\_to\_frame() (in module bpy.ops.object)
- simulation\_nodes\_cache\_delete() (in module bpy.ops.object)
- simulation\_zone (bpy.types.ThemeNodeEditor attribute)
- simulation\_zone\_item\_add() (in module bpy.ops.node)
- simulation\_zone\_item\_move() (in module bpy.ops.node)
- simulation\_zone\_item\_remove() (in module bpy.ops.node)
- SimulationStateItem (class in bpy.types)
- SimulationStateItem.color (in module bpy.types)
- SimulationZoneViewerPathElem (class in bpy.types)
- sine() (aud.Sound class method)
- single\_color (bpy.types.View3DShading attribute)
- size (bpy.types.AreaLight attribute)
  - (bpy.types.Brush attribute)
  - (bpy.types.CastModifier attribute)
  - (bpy.types.CompositorNodeGlare attribute)
  - (bpy.types.CompositorNodeMapValue attribute)
  - (bpy.types.FieldSettings attribute)
  - (bpy.types.OceanModifier attribute)
  - (bpy.types.OperatorStrokeElement attribute)
  - (bpy.types.Particle attribute)
  - (bpy.types.ParticleBrush attribute)
  - (bpy.types.ShaderFxBlur attribute)
  - (bpy.types.ShaderFxGlow attribute)
  - (bpy.types.ShaderFxPixel attribute)
  - (bpy.types.TextCurve attribute)
  - (bpy.types.UnifiedPaintSettings attribute)

- (in module bpy.ops.marker)
- (in module bpy.ops.mask)
- (in module bpy.ops.nla)
- (in module bpy.ops.node)
- (in module bpy.ops.outliner)
- (in module bpy.ops.sequencer)
- (in module bpy.ops.uv)
- (in module bpy.ops.view3d)
- select\_by\_attribute() (in module bpy.ops.mesh)
- select\_by\_collection (bpy.types.FreestyleLineSet attribute)
- select\_by\_edge\_types (bpy.types.FreestyleLineSet attribute)
- select\_by\_face\_marks (bpy.types.FreestyleLineSet attribute)
- select\_by\_image\_border (bpy.types.FreestyleLineSet attribute)
- select\_by\_pole\_count() (in module bpy.ops.mesh)
- select\_by\_type() (in module bpy.ops.object)
- select\_by\_visibility (bpy.types.FreestyleLineSet attribute)
- select\_camera() (in module bpy.ops.object)
- select\_circle() (in module bpy.ops.action)
  - (in module bpy.ops.clip)
  - (in module bpy.ops.graph)
  - (in module bpy.ops.mask)
  - (in module bpy.ops.node)
  - (in module bpy.ops.uv)
  - (in module bpy.ops.view3d)
- select\_color (bpy.types.ShaderFxGlow attribute)
- select\_column() (in module bpy.ops.action)
  - (in module bpy.ops.graph)
- select\_constraint\_target() (in module bpy.ops.pose)
- select\_contour (bpy.types.FreestyleLineSet attribute)
- select\_control\_point (bpy.types.BezierSplinePoint attribute)
  - (bpy.types.Keyframe attribute)
  - (bpy.types.MaskSplinePoint attribute)
- select\_crease (bpy.types.FreestyleLineSet attribute)
- select\_edge (bmesh.types.BMLoopUV attribute)
  - (bpy.types.MeshUVLoop attribute)
- select\_edge\_mark (bpy.types.FreestyleLineSet attribute)
- select\_edge\_ring() (in module bpy.ops.uv)
- select\_end (bpy.types.SpaceConsole attribute)
- select\_end\_character (bpy.types.Text attribute)
- select\_end\_line\_index (bpy.types.Text attribute)
- select\_ends() (in module bpy.ops.curves)
  - (in module bpy.ops.grease\_pencil)
- select\_external\_contour (bpy.types.FreestyleLineSet attribute)
- select\_face\_by\_sides() (in module bpy.ops.mesh)
- select\_flush() (bmesh.types.BMesh method)
- select\_flush\_mode() (bmesh.types.BMesh method)
- select\_get() (bpy.types.Object method)
- select\_grouped() (in module bpy.ops.clip)
  - (in module bpy.ops.node)
  - (in module bpy.ops.object)
  - (in module bpy.ops.pose)
  - (in module bpy.ops.sequencer)
- select\_grow() (in module bpy.ops.sculpt\_curves)
- select\_handle() (in module bpy.ops.sequencer)
- select\_handles() (in module bpy.ops.sequencer)
- select\_head (bpy.types.Bone attribute)
  - (bpy.types.EditBone attribute)
- (bpy.types.UvSculpt attribute)
- (bmesh.types.ImBuf attribute)
- size() (in module blf)
- size\_factor (bpy.types.ParticleSettingsTextureSlot attribute)
- size\_random (bpy.types.ParticleSettings attribute)
- size\_source (bpy.types.CompositorNodeMask attribute)
- size\_x (bpy.types.CompositorNodeBlur attribute)
  - (bpy.types.CompositorNodeMask attribute)
  - (bpy.types.GaussianBlurStrip attribute)
  - (bpy.types.MetaElement attribute)
- size\_y (bpy.types.AreaLight attribute)
  - (bpy.types.CompositorNodeBlur attribute)
  - (bpy.types.CompositorNodeMask attribute)
  - (bpy.types.GaussianBlurStrip attribute)
  - (bpy.types.MetaElement attribute)
- size\_z (bpy.types.MetaElement attribute)
- skin (bmesh.types.BMLayerAccessVert attribute)
- skin\_armature\_create() (in module bpy.ops.object)
- skin\_loose\_mark\_clear() (in module bpy.ops.object)
- skin\_radii\_equalize() (in module bpy.ops.object)
- skin\_resize() (in module bpy.ops.transform)
- skin\_root (bpy.types.ThemeView3D attribute)
- skin\_root\_mark() (in module bpy.ops.object)
- SkinModifier (class in bpy.types)
- skip (bpy.types.GreasePencilEnvelopeModifier attribute)
- sky\_type (bpy.types.ShaderNodeTexSky attribute)
- slice\_axis (bpy.types.FluidDomainSettings attribute)
  - (bpy.types.VolumeDisplay attribute)
- slice\_depth (bpy.types.FluidDomainSettings attribute)
  - (bpy.types.VolumeDisplay attribute)
- slice\_per\_voxel (bpy.types.FluidDomainSettings attribute)
- slide() (in module bpy.ops.paintcurve)
- slide\_deform\_type (bpy.types.Brush attribute)
- slide\_marker() (in module bpy.ops.clip)
- slide\_plane\_marker() (in module bpy.ops.clip)
- slide\_point() (in module bpy.ops.mask)
- slide\_spline\_curvature() (in module bpy.ops.mask)
- slider\_max (bpy.types.ShapeKey attribute)
- slider\_min (bpy.types.ShapeKey attribute)
- slip() (in module bpy.ops.sequencer)
- slope (bpy.types.CompositorNodeColorBalance attribute)
  - (bpy.types.StripColorBalanceData attribute)
- slot\_channels\_move\_to\_new\_action() (in module bpy.ops.anim)
- slot\_copy() (in module bpy.ops.texture)
- slot\_move() (in module bpy.ops.texture)
- slot\_new\_for\_id() (in module bpy.ops.anim)
- slot\_paste() (in module bpy.ops.texture)
- slot\_unassign\_from\_constraint() (in module bpy.ops.anim)
- slot\_unassign\_from\_id() (in module bpy.ops.anim)
- slot\_unassign\_from\_nla\_strip() (in module bpy.ops.anim)
- small\_caps\_scale (bpy.types.TextCurve attribute)
- smart\_project() (in module bpy.ops.uv)
- smear\_deform\_type (bpy.types.Brush attribute)
- smoke\_color (bpy.types.FluidFlowSettings attribute)
- smokeflow (bpy.types.EffectorWeights attribute)
- smooth (bmesh.types.BMEdge attribute)
  - (bmesh.types.BMFace attribute)

- (bpy.types.ExportAttribute attribute)
- select\_hierarchy() (in module bpy.ops.armature)
  - (in module bpy.ops.object)
  - (in module bpy.ops.pose)
- select\_history (bmesh.types.BMesh attribute)
- select\_interior\_faces() (in module bpy.ops.mesh)
- select\_key\_handles() (in module bpy.ops.graph)
- select\_lasso() (in module bpy.ops.action)
  - (in module bpy.ops.clip)
  - (in module bpy.ops.graph)
  - (in module bpy.ops.mask)
  - (in module bpy.ops.node)
  - (in module bpy.ops.uv)
  - (in module bpy.ops.view3d)
- select\_left\_handle (bpy.types.BezierSplinePoint attribute)
  - (bpy.types.Keyframe attribute)
  - (bpy.types.MaskSplinePoint attribute)
  - (bpy.types.Strip attribute)
- select\_leftright() (in module bpy.ops.action)
  - (in module bpy.ops.graph)
  - (in module bpy.ops.marker)
  - (in module bpy.ops.nla)
- select\_less() (in module bpy.ops.action)
  - (in module bpy.ops.armature)
  - (in module bpy.ops.curve)
  - (in module bpy.ops.curves)
  - (in module bpy.ops.graph)
  - (in module bpy.ops.grease\_pencil)
  - (in module bpy.ops.lattice)
  - (in module bpy.ops.mask)
  - (in module bpy.ops.mesh)
  - (in module bpy.ops.object)
  - (in module bpy.ops.particle)
  - (in module bpy.ops.sequencer)
  - (in module bpy.ops.uv)
- select\_line() (in module bpy.ops.text)
- select\_link\_viewer() (in module bpy.ops.node)
- select\_linked() (in module bpy.ops.action)
  - (in module bpy.ops.armature)
  - (in module bpy.ops.curve)
  - (in module bpy.ops.curves)
  - (in module bpy.ops.graph)
  - (in module bpy.ops.grease\_pencil)
  - (in module bpy.ops.mask)
  - (in module bpy.ops.mesh)
  - (in module bpy.ops.object)
  - (in module bpy.ops.particle)
  - (in module bpy.ops.pose)
  - (in module bpy.ops.sequencer)
  - (in module bpy.ops.uv)
- select\_linked\_from() (in module bpy.ops.node)
- select\_linked\_pick() (in module bpy.ops.armature)
  - (in module bpy.ops.curve)
  - (in module bpy.ops.curves)
  - (in module bpy.ops.mask)
  - (in module bpy.ops.mesh)
  - (in module bpy.ops.particle)
- (bpy.types.DataBlockAttribute attribute)
- (bpy.types.LineStyleGeometryModifier\_SpatialNoise attribute)
- (bpy.types.UserSolidLight attribute)
- smooth() (gpu.types.GPUStageInterfaceInfo method)
  - (in module bpy.ops.curve)
  - (in module bpy.ops.graph)
- smooth\_deform\_type (bpy.types.Brush attribute)
- smooth\_factor (bpy.types.GreasePencilShrinkwrapModifier attribute)
- smooth\_laplacian\_vert() (in module bmesh.ops)
- smooth\_normals() (in module bpy.ops.mesh)
- smooth\_radius (bpy.types.DynamicPaintBrushSettings attribute)
- smooth\_radius() (in module bpy.ops.curve)
- smooth\_step (bpy.types.GreasePencilShrinkwrapModifier attribute)
- smooth\_stroke\_factor (bpy.types.Brush attribute)
- smooth\_stroke\_radius (bpy.types.Brush attribute)
- smooth\_tilt() (in module bpy.ops.curve)
- smooth\_tolerance (bpy.types.GreasePencilLinearModifier attribute)
- smooth\_type (bpy.types.CorrectiveSmoothModifier attribute)
- smooth\_vert() (in module bmesh.ops)
- smooth\_view (bpy.types.PreferencesView attribute)
- smooth\_weight() (in module bpy.ops.curve)
- SmoothingShader (class in freestyle.shaders)
- SmoothModifier (class in bpy.types)
- smoothness (bpy.types.CompositorNodeKeyingScreen attribute)
- smoothNoise1() (freestyle.types.Noise method)
- smoothNoise2() (freestyle.types.Noise method)
- smoothNoise3() (freestyle.types.Noise method)
- smoothscroll() (in module bpy.ops.file)
- smoothstep() (in module b1\_math)
- smoothview() (in module bpy.ops.view2d)
  - (in module bpy.ops.view3d)
- smpte\_from\_frame() (in module bpy.utils)
- smpte\_from\_seconds() (in module bpy.utils)
- smudge\_strength (bpy.types.DynamicPaintBrushSettings attribute)
- snake\_hook\_deform\_type (bpy.types.Brush attribute)
- snap() (in module bpy.ops.action)
  - (in module bpy.ops.graph)
  - (in module bpy.ops.nla)
  - (in module bpy.ops.sequencer)
- snap\_angle\_increment\_2d (bpy.types.ToolSettings attribute)
- snap\_angle\_increment\_2d\_precision (bpy.types.ToolSettings attribute)
- snap\_angle\_increment\_3d (bpy.types.ToolSettings attribute)
- snap\_angle\_increment\_3d\_precision (bpy.types.ToolSettings attribute)
- snap\_anim\_element (bpy.types.ToolSettings attribute)
- snap\_cursor() (in module bpy.ops.uv)
- snap\_cursor\_to\_active() (in module bpy.ops.view3d)
- snap\_cursor\_to\_center() (in module bpy.ops.view3d)
- snap\_cursor\_to\_grid() (in module bpy.ops.view3d)
- snap\_cursor\_to\_selected() (in module bpy.ops.grease\_pencil)
  - (in module bpy.ops.view3d)
- snap\_cursor\_value() (in module bpy.ops.graph)
- snap\_curves\_to\_surface() (in module bpy.ops.curves)
- snap\_distance (bpy.types.SequencerToolSettings attribute)
- snap\_elements (bpy.types.ToolSettings attribute)
- snap\_elements\_base (bpy.types.ToolSettings attribute)
- snap\_elements\_individual (bpy.types.ToolSettings attribute)
- snap\_elements\_tool (bpy.types.ToolSettings attribute)



- (in module bpy.ops.pose)
- (in module bpy.ops.sequencer)
- (in module bpy.ops.uv)
- select\_linked\_to() (in module bpy.ops.node)
- select\_loop() (in module bpy.ops.uv)
- select\_loose() (in module bpy.ops.mesh)
- select\_material\_boundary (bpy.types.FreestyleLineSet attribute)
- select\_menu() (in module bpy.ops.view3d)
- select\_mirror() (in module bpy.ops.armature)
  - (in module bpy.ops.lattice)
  - (in module bpy.ops.mesh)
  - (in module bpy.ops.object)
  - (in module bpy.ops.pose)
- select\_mode (bmesh.types.BMesh attribute)
  - (bpy.types.ParticleEdit attribute)
- select\_mode() (in module bpy.ops.mesh)
  - (in module bpy.ops.uv)
- select\_more() (in module bpy.ops.action)
  - (in module bpy.ops.armature)
  - (in module bpy.ops.curve)
  - (in module bpy.ops.curves)
  - (in module bpy.ops.graph)
  - (in module bpy.ops.grease\_pencil)
  - (in module bpy.ops.lattice)
  - (in module bpy.ops.mask)
  - (in module bpy.ops.mesh)
  - (in module bpy.ops.object)
  - (in module bpy.ops.particle)
  - (in module bpy.ops.sequencer)
  - (in module bpy.ops.uv)
- select\_next() (in module bpy.ops.curve)
- select\_next\_item() (in module bpy.ops.mesh)
- select\_non\_manifold() (in module bpy.ops.mesh)
- select\_nth() (in module bpy.ops.curve)
  - (in module bpy.ops.mesh)
- select\_orientation() (in module bpy.ops.transform)
- select\_overlap() (in module bpy.ops.uv)
- select\_parent() (in module bpy.ops.pose)
- select\_pattern (bpy.types.MovieTrackingTrack attribute)
- select\_pattern() (in module bpy.ops.object)
- select\_pick() (in module bpy.ops.info)
- select\_pinned() (in module bpy.ops.uv)
- select\_prev\_item() (in module bpy.ops.mesh)
- select\_previous() (in module bpy.ops.curve)
- select\_random() (in module bpy.ops.curve)
  - (in module bpy.ops.curves)
  - (in module bpy.ops.grease\_pencil)
  - (in module bpy.ops.lattice)
  - (in module bpy.ops.mesh)
  - (in module bpy.ops.object)
  - (in module bpy.ops.particle)
  - (in module bpy.ops.sculpt\_curves)
- select\_random\_metaelems() (in module bpy.ops.mball)
- select\_refresh() (bpy.types.Gizmo method)
- select\_ridge\_valley (bpy.types.FreestyleLineSet attribute)
- select\_right\_handle (bpy.types.BezierSplinePoint attribute)
  - (bpy.types.Knurled attribute)
- snap\_face\_nearest\_steps (bpy.types.ToolSettings attribute)
- snap\_ignore\_muted (bpy.types.SequencerToolSettings attribute)
- snap\_ignore\_sound (bpy.types.SequencerToolSettings attribute)
- snap\_selected() (in module bpy.ops.uv)
- snap\_selected\_to\_active() (in module bpy.ops.view3d)
- snap\_selected\_to\_cursor() (in module bpy.ops.view3d)
- snap\_selected\_to\_grid() (in module bpy.ops.view3d)
- snap\_target (bpy.types.ToolSettings attribute)
- snap\_to\_borders (bpy.types.SequencerToolSettings attribute)
- snap\_to\_center (bpy.types.SequencerToolSettings attribute)
- snap\_to\_current\_frame (bpy.types.SequencerToolSettings attribute)
- snap\_to\_cursor() (in module bpy.ops.grease\_pencil)
- snap\_to\_grid() (in module bpy.ops.grease\_pencil)
- snap\_to\_hold\_offset (bpy.types.SequencerToolSettings attribute)
- snap\_to\_markers (bpy.types.SequencerToolSettings attribute)
- snap\_to\_retiming\_keys (bpy.types.SequencerToolSettings attribute)
- snap\_to\_strips\_preview (bpy.types.SequencerToolSettings attribute)
- snap\_uv\_element (bpy.types.ToolSettings attribute)
- sndparticle\_boundary (bpy.types.FluidDomainSettings attribute)
- sndparticle\_bubble\_buoyancy (bpy.types.FluidDomainSettings attribute)
- sndparticle\_bubble\_drag (bpy.types.FluidDomainSettings attribute)
- sndparticle\_combined\_export (bpy.types.FluidDomainSettings attribute)
- sndparticle\_life\_max (bpy.types.FluidDomainSettings attribute)
- sndparticle\_life\_min (bpy.types.FluidDomainSettings attribute)
- sndparticle\_potential\_max\_energy (bpy.types.FluidDomainSettings attribute)
- sndparticle\_potential\_max\_trappedair (bpy.types.FluidDomainSetting attribute)
- sndparticle\_potential\_max\_wavcrest (bpy.types.FluidDomainSetting attribute)
- sndparticle\_potential\_min\_energy (bpy.types.FluidDomainSettings attribute)
- sndparticle\_potential\_min\_trappedair (bpy.types.FluidDomainSettings attribute)
- sndparticle\_potential\_min\_wavcrest (bpy.types.FluidDomainSettings attribute)
- sndparticle\_potential\_radius (bpy.types.FluidDomainSettings attribute)
- sndparticle\_sampling\_trappedair (bpy.types.FluidDomainSettings attribute)
- sndparticle\_sampling\_wavcrest (bpy.types.FluidDomainSettings attribute)
- sndparticle\_update\_radius (bpy.types.FluidDomainSettings attribute)
- socket\_idname (bpy.types.NodeReroute attribute)
  - (bpy.types.ForeachGeometryElementInputItem attribute)
  - (bpy.types.ForeachGeometryElementMainItem attribute)
  - (bpy.types.NodeGeometryBakeItem attribute)
  - (bpy.types.NodeTreeInterfaceSocket attribute)
  - (bpy.types.RepeatItem attribute)
  - (bpy.types.SimulationStateItem attribute)
- socket\_value\_update() (bpy.types.Node method)
- soft\_body (in module bpy.context)
- SoftBodyModifier (class in bpy.types)
- SoftBodyModifier.point\_catch (in module bpy.types)

- (`bpy.types.Keyframe` attribute)
- (`bpy.types.MaskSplinePoint` attribute)
- (`bpy.types.Strip` attribute)
- `select_roots()` (in module `bpy.ops.particle`)
- `select_row()` (in module `bpy.ops.curve`)
- `select_same_collection()` (in module `bpy.ops.object`)
- `select_same_type_step()` (in module `bpy.ops.node`)
- `select_search` (`bpy.types.MovieTrackingTrack` attribute)
- `select_set()` (`bmesh.types.BMEdge` method)
  - (`bmesh.types.BMFace` method)
  - (`bmesh.types.BMVert` method)
  - (`bpy.types.Object` method)
  - (`bpy.types.Text` method)
  - (in module `bpy.ops.console`)
- `select_side()` (in module `bpy.ops.sequencer`)
- `select_side_of_frame()` (in module `bpy.ops.sequencer`)
- `select_silhouette` (`bpy.types.FreestyleLineSet` attribute)
- `select_similar()` (in module `bpy.ops.armature`)
  - (in module `bpy.ops.curve`)
  - (in module `bpy.ops.grease_pencil`)
  - (in module `bpy.ops.mball`)
  - (in module `bpy.ops.mesh`)
  - (in module `bpy.ops.uv`)
- `select_similar_region()` (in module `bpy.ops.mesh`)
- `select_single_handle` (`bpy.types.MaskSplinePoint` attribute)
- `select_split()` (in module `bpy.ops.uv`)
- `select_start` (`bpy.types.SpaceConsole` attribute)
- `select_suggestive_contour` (`bpy.types.FreestyleLineSet` attribute)
- `select_tail` (`bpy.types.Bone` attribute)
  - (`bpy.types.EditBone` attribute)
- `select_tips()` (in module `bpy.ops.particle`)
- `select_ungrouped()` (in module `bpy.ops.lattice`)
  - (in module `bpy.ops.mesh`)
- `select_walk()` (in module `bpy.ops.file`)
  - (in module `bpy.ops.outliner`)
- `select_word()` (in module `bpy.ops.console`)
  - (in module `bpy.ops.font`)
  - (in module `bpy.ops.text`)
- `selectable_objects` (in module `bpy.context`)
- `selected_actionmap` (`bpy.types.XrSessionState` attribute)
- `selected_assets` (in module `bpy.context`)
- `selected_binding` (`bpy.types.XrActionMapItem` attribute)
- `selected_bones` (in module `bpy.context`)
- `selected_editable_actions` (in module `bpy.context`)
- `selected_editable_bones` (in module `bpy.context`)
- `selected_editable_fcurves` (in module `bpy.context`)
- `selected_editable_keyframes` (in module `bpy.context`)
- `selected_editable_objects` (in module `bpy.context`)
- `selected_editable_sequences` (in module `bpy.context`)
- `selected_editable_strips` (in module `bpy.context`)
- `selected_file` (`bpy.types.ThemeFileBrowser` attribute)
- `selected_files` (in module `bpy.context`)
- `selected_highlight` (`bpy.types.ThemeOutliner` attribute)
- `selected_ids` (in module `bpy.context`)
- `selected_item` (`bpy.types.XrActionMap` attribute)
- `selected_marker` (`bpy.types.ThemeClipEditor` attribute)
- `selected_movieclip_tracks` (in module `bpy.context`)
- `solidbody/volume.point_cache` (in module `bpy.types`)
- `SoftBodyModifier.settings` (in module `bpy.types`)
- `SoftBodySettings` (class in `bpy.types`)
- `SoftBodySettings.effector_weights` (in module `bpy.types`)
- `solid_radius` (`bpy.types.DynamicPaintBrushSettings` attribute)
- `solidify()` (in module `bmesh.ops`)
  - (in module `bpy.ops.mesh`)
- `solidify_mode` (`bpy.types.Solidify/Modifier` attribute)
- `SolidifyModifier` (class in `bpy.types`)
- `solve_camera()` (in module `bpy.ops.clip`)
- `solver` (`bpy.types.BooleanModifier` attribute)
  - (`bpy.types.GeometryNodeMeshBoolean` attribute)
  - (`bpy.types.Itasc` attribute)
  - (`bpy.types.SPHFluidSettings` attribute)
- `solver_iterations` (`bpy.types.RigidBodyConstraint` attribute)
  - (`bpy.types.RigidBodyWorld` attribute)
- `sort()` (`bmesh.types.BMEdgeSeq` method)
  - (`bmesh.types.BMFaceSeq` method)
  - (`bmesh.types.BMVertSeq` method)
  - (`bpy.types.FCurveKeyframePoints` method)
  - (`freestyle.types.Operators` static method)
  - (in module `bpy.ops.palette`)
- `sort_column_ui_context()` (in module `bpy.ops.file`)
- `sort_elements()` (in module `bpy.ops.mesh`)
- `sort_items_by_name()` (`bpy.types.UI_UL_list` class method)
- `sort_items_helper()` (`bpy.types.UI_UL_list` static method)
- `sort_key` (`bpy.types.FreestyleLineStyle` attribute)
- `sort_method` (`bpy.types.FileSelectParams` attribute)
  - (`bpy.types.MovieTrackingDopesheet` attribute)
- `sort_order` (`bpy.types.FreestyleLineStyle` attribute)
- `sound` (`aud.SequenceEntry` attribute)
  - (`bpy.types.SoundStrip` attribute)
  - (`bpy.types.Speaker` attribute)
- `Sound` (class in `aud`)
  - (class in `bpy.types`)
- `Sound.channels` (in module `bpy.types`)
- `Sound.factory` (in module `bpy.types`)
- `Sound.packed_file` (in module `bpy.types`)
- `Sound.samplerate` (in module `bpy.types`)
- `sound_directory` (`bpy.types.PreferencesFilePaths` attribute)
- `sound_offset` (`bpy.types.SoundStrip` attribute)
- `sound_strip_add()` (in module `bpy.ops.sequencer`)
- `sound_strips` (`bpy.types.ThemeNLAEditor` attribute)
- `sound_strips_selected` (`bpy.types.ThemeNLAEditor` attribute)
- `sound_to_samples()` (in module `bpy.ops.graph`)
- `soundclip_add()` (in module `bpy.ops.nla`)
- `SoundEqualizerModifier` (class in `bpy.types`)
- `SoundEqualizerModifier.graphics` (in module `bpy.types`)
- `SoundStrip` (class in `bpy.types`)
- `SoundStrip.retining_keys` (in module `bpy.types`)
- `source` (`bpy.types.CameraBackgroundImage` attribute)
  - (`bpy.types.CompositorNodeCryptomatteV2` attribute)
  - (`bpy.types.CompositorNodeSunBeams` attribute)
  - (`bpy.types.Image` attribute)
  - (`bpy.types.UserExtensionRepo` attribute)
- `Source` (class in `aud`)
- `source_camera` (`bpy.types.GreasePencilLineartModifier` attribute)

- `selected_nla_strips` (in module `bpy.context`)
- `selected_nodes` (in module `bpy.context`)
- `selected_object` (`bpy.types.ThemeOutliner` attribute)
- `selected_objects` (in module `bpy.context`)
- `selected_objects_add()` (in module `bpy.ops.nla`)
- `selected_pose_bones` (in module `bpy.context`)
- `selected_pose_bones_from_active_object` (in module `bpy.context`)
- `selected_sequences` (in module `bpy.context`)
- `selected_strip` (`bpy.types.ThemeSequenceEditor` attribute)
- `selected_strips` (in module `bpy.context`)
- `selected_text` (`bpy.types.ThemeNodeEditor` attribute)
  - (`bpy.types.ThemeSequenceEditor` attribute)
  - (`bpy.types.ThemeTextEditor` attribute)
- `selected_visible_actions` (in module `bpy.context`)
- `selected_visible_fcurves` (in module `bpy.context`)
- `SelectedUvElement` (class in `bpy.types`)
- `selection_domain` (`bpy.types.Curves` attribute)
- `selection_set()` (in module `bpy.ops.font`)
  - (in module `bpy.ops.text`)
- `selection_set_add()` (in module `bpy.ops.pose`)
- `selection_set_add_and_assign()` (in module `bpy.ops.pose`)
- `selection_set_assign()` (in module `bpy.ops.pose`)
- `selection_set_copy()` (in module `bpy.ops.pose`)
- `selection_set_delete_all()` (in module `bpy.ops.pose`)
- `selection_set_deselect()` (in module `bpy.ops.pose`)
- `selection_set_move()` (in module `bpy.ops.pose`)
- `selection_set_paste()` (in module `bpy.ops.pose`)
- `selection_set_remove()` (in module `bpy.ops.pose`)
- `selection_set_remove_bones()` (in module `bpy.ops.pose`)
- `selection_set_select()` (in module `bpy.ops.pose`)
- `selection_set_unassign()` (in module `bpy.ops.pose`)
- `selection_type` (`bpy.types.GeometryNodeToolSetSelection` attribute)
- `self_distance_min` (`bpy.types.ClothCollisionSettings` attribute)
- `self_friction` (`bpy.types.ClothCollisionSettings` attribute)
- `self_impulse_clamp` (`bpy.types.ClothCollisionSettings` attribute)
- `sensor_fit` (`bpy.types.Camera` attribute)
- `sensor_height` (`bpy.types.Camera` attribute)
- `sensor_width` (`bpy.types.Camera` attribute)
  - (`bpy.types.MovieTrackingCamera` attribute)
- `separate()` (`bpy.types.MetaStrip` method)
  - (in module `bpy.ops.armature`)
  - (in module `bpy.ops.curve`)
  - (in module `bpy.ops.grease_pencil`)
  - (in module `bpy.ops.mesh`)
- `separate_slots()` (in module `bpy.ops.anim`)
- `separator()` (`bpy.types.UILayout` method)
- `separator_spacer()` (`bpy.types.UILayout` method)
- `seq_slide()` (in module `bpy.ops.transform`)
- `Sequence` (class in `aud`)
- `sequence_editor_clear()` (`bpy.types.Scene` method)
- `sequence_editor_create()` (`bpy.types.Scene` method)
- `sequence_mode` (`bpy.types.Volume` attribute)
- `SequenceEditor` (class in `bpy.types`)
- `SequenceEditor.channels` (in module `bpy.types`)
- `SequenceEditor.meta_stack` (in module `bpy.types`)
- `SequenceEditor.selected_retiming_keys` (in module `bpy.types`)
- `SequenceEditor.sequences` (in module `bpy.types`)
- `source_collection` (`bpy.types.GreasePencilLineartModifier` attribute)
- `source_object` (`bpy.types.FieldSettings` attribute)
  - (`bpy.types.GreasePencilLineartModifier` attribute)
- `source_type` (`bpy.types.GreasePencilLineartModifier` attribute)
- `source_vertex_group` (`bpy.types.GreasePencilLineartModifier` attribute)
- `space` (`bpy.types.CompositorNodeScale` attribute)
  - (`bpy.types.DisplaceModifier` attribute)
  - (`bpy.types.FunctionNodeRotateEuler` attribute)
  - (`bpy.types.GreasePencilWeightAngleModifier` attribute)
  - (`bpy.types.ParticleInstanceModifier` attribute)
  - (`bpy.types.ShaderNodeDisplacement` attribute)
  - (`bpy.types.ShaderNodeNormalMap` attribute)
  - (`bpy.types.ShaderNodeTexPointDensity` attribute)
  - (`bpy.types.ShaderNodeVectorDisplacement` attribute)
  - (`bpy.types.VolumeRender` attribute)
- `Space` (class in `bpy.types`)
- `Space.type` (in module `bpy.types`)
- `space_character` (`bpy.types.TextCurve` attribute)
- `space_context_cycle()` (in module `bpy.ops.screen`)
- `space_data` (in module `bpy.context`)
- `space_line` (`bpy.types.TextCurve` attribute)
- `space_object` (`bpy.types.Constraint` attribute)
- `space_subtarget` (`bpy.types.Constraint` attribute)
- `space_type_set_or_cycle()` (in module `bpy.ops.screen`)
- `space_word` (`bpy.types.TextCurve` attribute)
- `SpaceAssetInfo` (class in `bpy_extras.asset_utils`)
- `SpaceClipEditor` (class in `bpy.types`)
- `SpaceClipEditor.clip_user` (in module `bpy.types`)
- `SpaceClipEditor.scopes` (in module `bpy.types`)
- `SpaceConsole` (class in `bpy.types`)
- `SpaceConsole.history` (in module `bpy.types`)
- `SpaceConsole.scrollback` (in module `bpy.types`)
- `spacedata_cleanup()` (in module `bpy.ops.screen`)
- `SpaceDopeSheetEditor` (class in `bpy.types`)
- `SpaceDopeSheetEditor.dopesheet` (in module `bpy.types`)
- `SpaceFileBrowser` (class in `bpy.types`)
- `SpaceFileBrowser.active_operator` (in module `bpy.types`)
- `SpaceFileBrowser.operator` (in module `bpy.types`)
- `SpaceFileBrowser.params` (in module `bpy.types`)
- `SpaceFileBrowser.system_bookmarks` (in module `bpy.types`)
- `SpaceFileBrowser.system_folders` (in module `bpy.types`)
- `SpaceGraphEditor` (class in `bpy.types`)
- `SpaceGraphEditor.dopesheet` (in module `bpy.types`)
- `SpaceGraphEditor.has_ghost_curves` (in module `bpy.types`)
- `SpaceImageEditor` (class in `bpy.types`)
- `SpaceImageEditor.image_user` (in module `bpy.types`)
- `SpaceImageEditor.overlay` (in module `bpy.types`)
- `SpaceImageEditor.sample_histogram` (in module `bpy.types`)
- `SpaceImageEditor.scopes` (in module `bpy.types`)
- `SpaceImageEditor.show_maskedit` (in module `bpy.types`)
- `SpaceImageEditor.show_paint` (in module `bpy.types`)
- `SpaceImageEditor.show_render` (in module `bpy.types`)
- `SpaceImageEditor.show_uvedit` (in module `bpy.types`)
- `SpaceImageEditor.uv_editor` (in module `bpy.types`)
- `SpaceImageEditor.zoom` (in module `bpy.types`)
- `SpaceImageOverlay` (class in `bpy.types`)

- `SequenceEditor.sequences` (in module `bpy.types`)
- `SequenceEditor.sequences_all` (in module `bpy.types`)
- `SequenceEditor.strips` (in module `bpy.types`)
- `SequenceEditor.strips_all` (in module `bpy.types`)
- `SequenceEntry` (class in `aud`)
- `sequencer_disk_cache_compression` (`bpy.types.PreferencesSystem` attribute)
- `sequencer_disk_cache_dir` (`bpy.types.PreferencesSystem` attribute)
- `sequencer_disk_cache_size_limit` (`bpy.types.PreferencesSystem` attribute)
- `SEQUENCER_FH_image_strip` (class in `bpy.types`)
- `SEQUENCER_FH_movie_strip` (class in `bpy.types`)
- `SEQUENCER_FH_sound_strip` (class in `bpy.types`)
- `sequencer_gl_preview` (`bpy.types.RenderSettings` attribute)
- `sequencer_proxy_setup` (`bpy.types.PreferencesSystem` attribute)
- `SequencerCacheOverlay` (class in `bpy.types`)
- `SequencerPreviewOverlay` (class in `bpy.types`)
- `SequencerTimelineOverlay` (class in `bpy.types`)
- `SequencerTonemapModifierData` (class in `bpy.types`)
- `SequencerToolSettings` (class in `bpy.types`)
- `sequences` (in module `bpy.context`)
- `SequenceTimelineChannel` (class in `bpy.types`)
- `sequential_split()` (`freestyle.types.Operators` static method)
- `set_active_clip()` (in module `bpy.ops.clip`)
- `set_active_material()` (in module `bpy.ops.grease_pencil`)
- `set_attribute_real()` (`freestyle.types.StrokeAttribute` method)
- `set_attribute_vec2()` (`freestyle.types.StrokeAttribute` method)
- `set_attribute_vec3()` (`freestyle.types.StrokeAttribute` method)
- `set_axis()` (in module `bpy.ops.clip`)
- `set_curve_resolution()` (in module `bpy.ops.grease_pencil`)
- `set_curve_type()` (in module `bpy.ops.grease_pencil`)
- `set_handle_type()` (in module `bpy.ops.grease_pencil`)
- `set_inverse_pending` (`bpy.types.ChildOfConstraint` attribute)
  - (`bpy.types.ObjectSolverConstraint` attribute)
- `set_material()` (in module `bpy.ops.grease_pencil`)
- `set_normals_from_faces()` (in module `bpy.ops.mesh`)
- `set_origin()` (in module `bpy.ops.clip`)
- `set_persistent_base()` (in module `bpy.ops.sculpt`)
- `set_pivot_position()` (in module `bpy.ops.sculpt`)
- `set_plane()` (in module `bpy.ops.clip`)
- `set_range_to_strips()` (in module `bpy.ops.sequencer`)
- `set_scale()` (in module `bpy.ops.clip`)
- `set_scene_frames()` (in module `bpy.ops.clip`)
- `set_selection_domain()` (in module `bpy.ops.curves`)
- `set_selection_mode()` (in module `bpy.ops.grease_pencil`)
- `set_sharp_from_angle()` (`bpy.types.Mesh` method)
- `set_sharpness_by_angle()` (in module `bpy.ops.mesh`)
- `set_solution_scale()` (in module `bpy.ops.clip`)
- `set_solver_keyframe()` (in module `bpy.ops.clip`)
- `set_start_point()` (in module `bpy.ops.grease_pencil`)
- `set_stereo_3d()` (in module `bpy.ops.wm`)
- `set_types()` (`bpy.types.Curves` method)
  - (`bpy.types.GreasePencilDrawing` method)
- `set_uniform_opacity()` (in module `bpy.ops.grease_pencil`)
- `set_uniform_thickness()` (in module `bpy.ops.grease_pencil`)
- `set_viewport_background()` (in module `bpy.ops.clip`)
- `setAnimationData()` (`aud.Sequence` method)
  - (`aud.SequenceEntry` method)
- `SpaceImageOverlay` (class in `bpy.types`)
- `SpaceInfo` (class in `bpy.types`)
- `SpaceNLA` (class in `bpy.types`)
- `SpaceNLA.dopesheet` (in module `bpy.types`)
- `SpaceNodeEditor` (class in `bpy.types`)
- `SpaceNodeEditor.edit_tree` (in module `bpy.types`)
- `SpaceNodeEditor.id` (in module `bpy.types`)
- `SpaceNodeEditor.id_from` (in module `bpy.types`)
- `SpaceNodeEditor.overlay` (in module `bpy.types`)
- `SpaceNodeEditor.path` (in module `bpy.types`)
- `SpaceNodeEditor.supports_previews` (in module `bpy.types`)
- `SpaceNodeEditorPath` (class in `bpy.types`)
- `SpaceNodeEditorPath.to_string` (in module `bpy.types`)
- `SpaceNodeOverlay` (class in `bpy.types`)
- `SpaceOutliner` (class in `bpy.types`)
- `SpacePreferences` (class in `bpy.types`)
- `SpaceProperties` (class in `bpy.types`)
- `SpaceProperties.tab_search_results` (in module `bpy.types`)
- `SpaceSequenceEditor` (class in `bpy.types`)
- `SpaceSequenceEditor.cache_overlay` (in module `bpy.types`)
- `SpaceSequenceEditor.preview_overlay` (in module `bpy.types`)
- `SpaceSequenceEditor.timeline_overlay` (in module `bpy.types`)
- `SpaceSpreadsheet` (class in `bpy.types`)
- `SpaceSpreadsheet.columns` (in module `bpy.types`)
- `SpaceSpreadsheet.row_filters` (in module `bpy.types`)
- `SpaceSpreadsheet.viewer_path` (in module `bpy.types`)
- `SpaceTextEditor` (class in `bpy.types`)
- `SpaceTextEditor.visible_lines` (in module `bpy.types`)
- `SpaceUVEditor` (class in `bpy.types`)
- `SpaceView3D` (class in `bpy.types`)
- `SpaceView3D.icon_from_show_object_viewport` (in module `bpy.types`)
- `SpaceView3D.local_view` (in module `bpy.types`)
- `SpaceView3D.overlay` (in module `bpy.types`)
- `SpaceView3D.region_3d` (in module `bpy.types`)
- `SpaceView3D.region_quadviews` (in module `bpy.types`)
- `SpaceView3D.shading` (in module `bpy.types`)
- `SpaceView3D.stereo_3d_eye` (in module `bpy.types`)
- `spacing` (`bpy.types.Brush` attribute)
  - (`bpy.types.GPencilSculptGuide` attribute)
- `spatial_size` (`bpy.types.OceanModifier` attribute)
- `SpatialNoiseShader` (class in `freestyle.shaders`)
- `speaker` (`bpy.types.ThemeView3D` attribute)
- `Speaker` (class in `bpy.types`)
- `speaker` (in module `bpy.context`)
- `Speaker.animation_data` (in module `bpy.types`)
- `speaker_add()` (in module `bpy.ops.object`)
- `specs` (`aud.Sound` attribute)
- `spectrum` (`bpy.types.OceanModifier` attribute)
- `specular` (`freestyle.types.Material` attribute)
- `specular_color` (`bpy.types.Material` attribute)
  - (`bpy.types.UserSolidLight` attribute)
- `specular_factor` (`bpy.types.Light` attribute)
- `specular_intensity` (`bpy.types.Material` attribute)
- `speed` (`bpy.types.BoidRuleAverageSpeed` attribute)
  - (`bpy.types.MovieTrackingSettings` attribute)
  - (`bpy.types.SoftBodySettings` attribute)



- settings (bpy.types.ParticleSystem attribute)
- setup() (bpy.types.Gizmo method)
  - (bpy.types.GizmoGroup method)
  - (bpy.types.WorkSpaceTool method)
- setup\_keymap() (bpy.types.GizmoGroup class method)
- setup\_tracking\_scene() (in module bpy.ops.clip)
- setVolume() (aud.PlaybackManager method)
- sewing\_force\_max (bpy.types.ClothSettings attribute)
- shade() (freestyle.shaders.BackboneStretcherShader method)
  - (freestyle.shaders.BezierCurveShader method)
  - (freestyle.shaders.BlenderTextureShader method)
  - (freestyle.shaders.CalligraphicShader method)
  - (freestyle.shaders.ColorNoiseShader method)
  - (freestyle.shaders.ConstantColorShader method)
  - (freestyle.shaders.ConstantThicknessShader method)
  - (freestyle.shaders.ConstrainedIncreasingThicknessShader method)
  - (freestyle.shaders.GuidingLinesShader method)
  - (freestyle.shaders.IncreasingColorShader method)
  - (freestyle.shaders.IncreasingThicknessShader method)
  - (freestyle.shaders.PolygonalizationShader method)
  - (freestyle.shaders.py2DCurvatureColorShader method)
  - (freestyle.shaders.pyBackboneStretcherNoCuspShader method)
  - (freestyle.shaders.pyBackboneStretcherShader method)
  - (freestyle.shaders.pyBlueprintCirclesShader method)
  - (freestyle.shaders.pyBlueprintDirectedSquaresShader method)
  - (freestyle.shaders.pyBlueprintEllipsesShader method)
  - (freestyle.shaders.pyBlueprintSquaresShader method)
  - (freestyle.shaders.pyConstantColorShader method)
  - (freestyle.shaders.pyConstantThicknessShader method)
  - (freestyle.shaders.pyConstrainedIncreasingThicknessShader method)
  - (freestyle.shaders.pyDecreasingThicknessShader method)
  - (freestyle.shaders.pyDepthDiscontinuityThicknessShader method)
  - (freestyle.shaders.pyDiffusion2Shader method)
  - (freestyle.shaders.pyFXSVaryingThicknessWithDensityShader method)
  - (freestyle.shaders.pyGuidingLineShader method)
  - (freestyle.shaders.pyHLRShader method)
  - (freestyle.shaders.pyImportance2DThicknessShader method)
  - (freestyle.shaders.pyImportance3DThicknessShader method)
  - (freestyle.shaders.pyIncreasingColorShader method)
  - (freestyle.shaders.pyIncreasingThicknessShader method)
  - (freestyle.shaders.pyInterpolateColorShader method)
  - (freestyle.shaders.pyLengthDependingBackboneStretcherShader method)
  - (freestyle.shaders.pyMaterialColorShader method)
  - (freestyle.shaders.pyModulateAlphaShader method)
  - (freestyle.shaders.pyNonLinearVaryingThicknessShader method)
  - (freestyle.shaders.pyPerlinNoise1DShader method)
  - (freestyle.shaders.pyPerlinNoise2DShader method)
  - (freestyle.shaders.pyRandomColorShader method)
  - (freestyle.shaders.pySamplingShader method)
  - (freestyle.shaders.pySinusDisplacementShader method)
  - (freestyle.shaders.pySLERPThicknessShader method)
  - (freestyle.shaders.pyTimeColorShader method)
  - (freestyle.shaders.pyTipRemoverShader method)
  - (freestyle.shaders.pyTVVertexRemoverShader method)
  - (freestyle.shaders.pyTVVertexThickenerShader method)
  - (freestyle.shaders.pyTwoDimensionalThicknessShader method)
  - (freestyle.shaders.pyUnconstrainedIncreasingThicknessShader method)
  - (freestyle.shaders.pyVoronoiThicknessShader method)
  - (freestyle.shaders.pyWeldingThicknessShader method)
  - (freestyle.shaders.pyWireframeThicknessShader method)
- speed\_control (bpy.types.SpeedControlStrip attribute)
- speed\_factor (bpy.types.GreasePencilBuildModifier attribute)
  - (bpy.types.SpeedControlStrip attribute)
- speed\_frame\_number (bpy.types.SpeedControlStrip attribute)
- speed\_length (bpy.types.SpeedControlStrip attribute)
- speed\_max (bpy.types.CompositorNodeVecBlur attribute)
- speed\_maxgap (bpy.types.GreasePencilBuildModifier attribute)
- speed\_min (bpy.types.CompositorNodeVecBlur attribute)
- speed\_of\_sound (aud.Device attribute)
  - (aud.Sequence attribute)
- SpeedControlStrip (class in bpy.types)
- SpeedControlStrip.input\_count (in module bpy.types)
- sphere\_project() (in module bpy.ops.uv)
- sphere\_radius (bpy.types.FreestyleSettings attribute)
- SPHFluidSettings (class in bpy.types)
- spin (bpy.types.CompositorNodeDBlur attribute)
- spin() (in module bmesh.ops)
  - (in module bpy.ops.curve)
  - (in module bpy.ops.mesh)
- splash() (in module bpy.ops.wm)
- splash\_about() (in module bpy.ops.wm)
- Spline (class in bpy.types)
- Spline.bezier\_points (in module bpy.types)
- Spline.character\_index (in module bpy.types)
- Spline.point\_count\_u (in module bpy.types)
- Spline.point\_count\_v (in module bpy.types)
- Spline.points (in module bpy.types)
- spline\_type (bpy.types.GeometryNodeCurveSplineType attribute)
- spline\_type\_set() (in module bpy.ops.curve)
- spline\_weight\_set() (in module bpy.ops.curve)
- SplineBezierPoints (class in bpy.types)
- SplineIKConstraint (class in bpy.types)
- SplinePoint (class in bpy.types)
- SplinePoints (class in bpy.types)
- split() (bpy.types.Strip method)
  - (bpy.types.UILayout method)
  - (in module bmesh.ops)
  - (in module bpy.ops.armature)
  - (in module bpy.ops.curve)
  - (in module bpy.ops.mesh)
  - (in module bpy.ops.nla)
  - (in module bpy.ops.sequencer)
- split\_angle (bpy.types.EdgeSplitModifier attribute)
  - (bpy.types.GreasePencilLineartModifier attribute)
- split\_dash1 (bpy.types.FreestyleLineStyle attribute)
- split\_dash2 (bpy.types.FreestyleLineStyle attribute)
- split\_dash3 (bpy.types.FreestyleLineStyle attribute)
- split\_edges() (in module bmesh.ops)
- split\_faces() (bpy.types.Mesh method)
- split\_gap1 (bpy.types.FreestyleLineStyle attribute)
- split\_gap2 (bpy.types.FreestyleLineStyle attribute)
- split\_gap3 (bpy.types.FreestyleLineStyle attribute)
- split\_length (bpy.types.FreestyleLineStyle attribute)
- split\_multicam() (in module bpy.ops.sequencer)
- split\_normal (bpy.types.ThemeView3D attribute)
  - (bpy.types.ThemeView3D attribute)

- (freestyle.shaders.pyZDependentThicknessShader method)
- (freestyle.shaders.RoundCapShader method)
- (freestyle.shaders.SamplingShader method)
- (freestyle.shaders.SmoothingShader method)
- (freestyle.shaders.SpatialNoiseShader method)
- (freestyle.shaders.SquareCapShader method)
- (freestyle.shaders.StrokeTextureStepShader method)
- (freestyle.shaders.ThicknessNoiseShader method)
- (freestyle.shaders.TipRemoverShader method)
- (freestyle.types.StrokeShader method)
- (freestyle.utils.StrokeCollector method)
- shade\_auto\_smooth() (in module bpy.ops.object)
- shade\_flat() (bpy.types.Mesh method)
  - (in module bpy.ops.curve)
  - (in module bpy.ops.object)
- shade\_smooth() (bpy.types.Mesh method)
  - (in module bpy.ops.curve)
  - (in module bpy.ops.object)
- shade\_smooth\_by\_angle() (in module bpy.ops.object)
- shadedown (bpy.types.ThemeWidgetColors attribute)
- shader\_image\_load\_store\_support\_get() (in module gpu.capabilities)
- shader\_node (bpy.types.ThemeNodeEditor attribute)
- shader\_script\_update() (in module bpy.ops.node)
- shader\_type (bpy.types.SpaceNodeEditor attribute)
- ShaderFx (class in bpy.types)
- ShaderFx.type (in module bpy.types)
- shaderfx\_add() (in module bpy.ops.object)
- shaderfx\_copy() (in module bpy.ops.object)
- shaderfx\_move\_down() (in module bpy.ops.object)
- shaderfx\_move\_to\_index() (in module bpy.ops.object)
- shaderfx\_move\_up() (in module bpy.ops.object)
- shaderfx\_remove() (in module bpy.ops.object)
- ShaderFxBlur (class in bpy.types)
- ShaderFxColorize (class in bpy.types)
- ShaderFxFliplr (class in bpy.types)
- ShaderFxGlow (class in bpy.types)
- ShaderFxPixel (class in bpy.types)
- ShaderFxRim (class in bpy.types)
- ShaderFxShadow (class in bpy.types)
- ShaderFxSwirl (class in bpy.types)
- ShaderFxWave (class in bpy.types)
- ShaderNode (class in bpy.types)
- ShaderNodeAddShader (class in bpy.types)
- ShaderNodeAmbientOcclusion (class in bpy.types)
- ShaderNodeAttribute (class in bpy.types)
- ShaderNodeBackground (class in bpy.types)
- ShaderNodeBevel (class in bpy.types)
- ShaderNodeBlackbody (class in bpy.types)
- ShaderNodeBrightContrast (class in bpy.types)
- ShaderNodeBsdfAnisotropic (class in bpy.types)
- ShaderNodeBsdfDiffuse (class in bpy.types)
- ShaderNodeBsdfGlass (class in bpy.types)
- ShaderNodeBsdfHair (class in bpy.types)
- ShaderNodeBsdfHairPrincipled (class in bpy.types)
- ShaderNodeBsdfMetallic (class in bpy.types)
- ShaderNodeBsdfPrincipled (class in bpy.types)
- ShaderNodeBsdfRayPortal (class in bpy.types)
- split\_normals() (in module bpy.ops.mesh)
- spot\_blend (bpy.types.SpotLight attribute)
- spot\_size (bpy.types.SpotLight attribute)
- SpotLight (class in bpy.types)
- spray\_layer\_name (bpy.types.OceanModifier attribute)
- spread (bpy.types.AreaLight attribute)
  - (bpy.types.BevelModifier attribute)
  - (bpy.types.GreasePencilEnvelopeModifier attribute)
- spread\_speed (bpy.types.DynamicPaintSurface attribute)
- SpreadsheetColumn (class in bpy.types)
- SpreadsheetColumn.data\_type (in module bpy.types)
- SpreadsheetColumn.id (in module bpy.types)
- SpreadsheetColumnID (class in bpy.types)
- SpreadsheetRowFilter (class in bpy.types)
- spring\_damping\_ang\_x (bpy.types.RigidBodyConstraint attribute)
- spring\_damping\_ang\_y (bpy.types.RigidBodyConstraint attribute)
- spring\_damping\_ang\_z (bpy.types.RigidBodyConstraint attribute)
- spring\_damping\_x (bpy.types.RigidBodyConstraint attribute)
- spring\_damping\_y (bpy.types.RigidBodyConstraint attribute)
- spring\_damping\_z (bpy.types.RigidBodyConstraint attribute)
- spring\_force (bpy.types.SPHFluidSettings attribute)
- spring\_frames (bpy.types.SPHFluidSettings attribute)
- spring\_length (bpy.types.SoftBodySettings attribute)
- spring\_stiffness\_ang\_x (bpy.types.RigidBodyConstraint attribute)
- spring\_stiffness\_ang\_y (bpy.types.RigidBodyConstraint attribute)
- spring\_stiffness\_ang\_z (bpy.types.RigidBodyConstraint attribute)
- spring\_stiffness\_x (bpy.types.RigidBodyConstraint attribute)
- spring\_stiffness\_y (bpy.types.RigidBodyConstraint attribute)
- spring\_stiffness\_z (bpy.types.RigidBodyConstraint attribute)
- spring\_type (bpy.types.RigidBodyConstraint attribute)
- square() (aud.Sound class method)
- SquareCapShader (class in freestyle.shaders)
- squash (bpy.types.ShaderNodeTexBrick attribute)
  - (bpy.types.TextureNodeBricks attribute)
- squash\_frequency (bpy.types.ShaderNodeTexBrick attribute)
  - (bpy.types.TextureNodeBricks attribute)
- SShape (class in freestyle.types)
- sshape (freestyle.types.ViewShape attribute)
- stabilize2d (bpy.types.MovieClipStrip attribute)
- stabilize\_2d\_add() (in module bpy.ops.clip)
- stabilize\_2d\_remove() (in module bpy.ops.clip)
- stabilize\_2d\_rotation\_add() (in module bpy.ops.clip)
- stabilize\_2d\_rotation\_remove() (in module bpy.ops.clip)
- stabilize\_2d\_rotation\_select() (in module bpy.ops.clip)
- stabilize\_2d\_select() (in module bpy.ops.clip)
- stabilize\_normal (bpy.types.Brush attribute)
- stabilize\_plane (bpy.types.Brush attribute)
- stamp\_background (bpy.types.RenderSettings attribute)
- stamp\_data\_add\_field() (bpy.types.RenderResult method)
- stamp\_font\_size (bpy.types.RenderSettings attribute)
- stamp\_foreground (bpy.types.RenderSettings attribute)
- stamp\_note\_text (bpy.types.RenderSettings attribute)
- start (bpy.types.LineStyleGeometryModifier\_2DOffset attribute)
  - (bpy.types.WorldMistSettings attribute)
- start() (bpy.types.SpaceNodeEditorPath method)
- start\_cap (bpy.types.ArrayModifier attribute)
- start\_delay (bpy.types.GreasePencilBuildModifier attribute)

- [ShaderNodeBsdfRefraction](#) (class in bpy.types)
- [ShaderNodeBsdfSheen](#) (class in bpy.types)
- [ShaderNodeBsdfToon](#) (class in bpy.types)
- [ShaderNodeBsdfTranslucent](#) (class in bpy.types)
- [ShaderNodeBsdfTransparent](#) (class in bpy.types)
- [ShaderNodeBump](#) (class in bpy.types)
- [ShaderNodeCameraData](#) (class in bpy.types)
- [ShaderNodeClamp](#) (class in bpy.types)
- [ShaderNodeCombineColor](#) (class in bpy.types)
- [ShaderNodeCombineHSV](#) (class in bpy.types)
- [ShaderNodeCombineRGB](#) (class in bpy.types)
- [ShaderNodeCombineXYZ](#) (class in bpy.types)
- [ShaderNodeCustomGroup](#) (class in bpy.types)
- [ShaderNodeDisplacement](#) (class in bpy.types)
- [ShaderNodeEeveeSpecular](#) (class in bpy.types)
- [ShaderNodeEmission](#) (class in bpy.types)
- [ShaderNodeFloatCurve](#) (class in bpy.types)
- [ShaderNodeFloatCurve.mapping](#) (in module bpy.types)
- [ShaderNodeFresnel](#) (class in bpy.types)
- [ShaderNodeGamma](#) (class in bpy.types)
- [ShaderNodeGroup](#) (class in bpy.types)
- [ShaderNodeHairInfo](#) (class in bpy.types)
- [ShaderNodeHoldout](#) (class in bpy.types)
- [ShaderNodeHueSaturation](#) (class in bpy.types)
- [ShaderNodeInvert](#) (class in bpy.types)
- [ShaderNodeLayerWeight](#) (class in bpy.types)
- [ShaderNodeLightFalloff](#) (class in bpy.types)
- [ShaderNodeLightPath](#) (class in bpy.types)
- [ShaderNodeMapping](#) (class in bpy.types)
- [ShaderNodeMapRange](#) (class in bpy.types)
- [ShaderNodeMath](#) (class in bpy.types)
- [ShaderNodeMix](#) (class in bpy.types)
- [ShaderNodeMixRGB](#) (class in bpy.types)
- [ShaderNodeMixShader](#) (class in bpy.types)
- [ShaderNodeNewGeometry](#) (class in bpy.types)
- [ShaderNodeNormal](#) (class in bpy.types)
- [ShaderNodeNormalMap](#) (class in bpy.types)
- [ShaderNodeObjectInfo](#) (class in bpy.types)
- [ShaderNodeOutputAOV](#) (class in bpy.types)
- [ShaderNodeOutputLight](#) (class in bpy.types)
- [ShaderNodeOutputLineStyle](#) (class in bpy.types)
- [ShaderNodeOutputMaterial](#) (class in bpy.types)
- [ShaderNodeOutputWorld](#) (class in bpy.types)
- [ShaderNodeParticleInfo](#) (class in bpy.types)
- [ShaderNodePointInfo](#) (class in bpy.types)
- [ShaderNodeRGB](#) (class in bpy.types)
- [ShaderNodeRGBCurve](#) (class in bpy.types)
- [ShaderNodeRGBCurve.mapping](#) (in module bpy.types)
- [ShaderNodeRGBToBW](#) (class in bpy.types)
- [ShaderNodeScript](#) (class in bpy.types)
- [ShaderNodeSeparateColor](#) (class in bpy.types)
- [ShaderNodeSeparateHSV](#) (class in bpy.types)
- [ShaderNodeSeparateRGB](#) (class in bpy.types)
- [ShaderNodeSeparateXYZ](#) (class in bpy.types)
- [ShaderNodeShaderToRGB](#) (class in bpy.types)
- [ShaderNodeSqueeze](#) (class in bpy.types)

- [start\\_factor](#) (bpy.types.GreasePencilLengthModifier attribute)
- [start\\_filter\(\)](#) (in module bpy.ops.buttons)
  - (in module bpy.ops.file)
  - (in module bpy.ops.outliner)
- [start\\_find\(\)](#) (in module bpy.ops.text)
- [start\\_frame\\_set\(\)](#) (in module bpy.ops.anim)
- [start\\_length](#) (bpy.types.GreasePencilLengthModifier attribute)
- [start\\_position\\_object](#) (bpy.types.WaveModifier attribute)
- [start\\_position\\_x](#) (bpy.types.WaveModifier attribute)
- [start\\_position\\_y](#) (bpy.types.WaveModifier attribute)
- [stash\(\)](#) (in module bpy.ops.action)
- [stash\\_and\\_create\(\)](#) (in module bpy.ops.action)
- [state\\_add\(\)](#) (in module bpy.ops.boid)
- [state\\_del\(\)](#) (in module bpy.ops.boid)
- [state\\_move\\_down\(\)](#) (in module bpy.ops.boid)
- [state\\_move\\_up\(\)](#) (in module bpy.ops.boid)
- [statistics\(\)](#) (bpy.types.Scene method)
- [status](#) (aud.DynamicMusic attribute)
  - (aud.Handle attribute)
- [status\\_clear\(\)](#) (in module bpy.ops.extensions)
- [status\\_clear\\_errors\(\)](#) (in module bpy.ops.extensions)
- [STATUS\\_INVALID](#) (in module aud)
- [STATUS\\_PAUSED](#) (in module aud)
- [STATUS\\_PLAYING](#) (in module aud)
- [STATUS\\_STOPPED](#) (in module aud)
- [status\\_text\\_set\(\)](#) (bpy.types.WorkSpace method)
- [status\\_text\\_set\\_internal\(\)](#) (bpy.types.WorkSpace class method)
- [statusbar\\_info\(\)](#) (bpy.types.Screen method)
- [stencil\\_color](#) (bpy.types.ImagePaint attribute)
- [stencil\\_control\(\)](#) (in module bpy.ops.brush)
- [stencil\\_dimension](#) (bpy.types.Brush attribute)
- [stencil\\_fit\\_image\\_aspect\(\)](#) (in module bpy.ops.brush)
- [stencil\\_image](#) (bpy.types.ImagePaint attribute)
- [stencil\\_pos](#) (bpy.types.Brush attribute)
- [stencil\\_reset\\_transform\(\)](#) (in module bpy.ops.brush)
- [step](#) (bpy.types.GreasePencilLengthModifier attribute)
  - (bpy.types.GreasePencilNoiseModifier attribute)
  - (bpy.types.GreasePencilSimplifyModifier attribute)
  - (bpy.types.GreasePencilSmoothModifier attribute)
- [step\\_count](#) (bpy.types.Itasc attribute)
- [step\\_max](#) (bpy.types.Itasc attribute)
  - (bpy.types.SoftBodySettings attribute)
- [step\\_min](#) (bpy.types.Itasc attribute)
  - (bpy.types.SoftBodySettings attribute)
- [step\\_size](#) (bpy.types.VolumeRender attribute)
- [steps](#) (bpy.types.ParticleBrush attribute)
  - (bpy.types.ScrewModifier attribute)
- [Stereo3dDisplay](#) (class in bpy.types)
- [Stereo3dFormat](#) (class in bpy.types)
- [stereo\\_3d\\_camera](#) (bpy.types.SpaceView3D attribute)
- [stereo\\_3d\\_convergence\\_plane\\_alpha](#) (bpy.types.SpaceView3D attribute)
- [stereo\\_3d\\_volume\\_alpha](#) (bpy.types.SpaceView3D attribute)
- [stickiness](#) (bpy.types.CollisionSettings attribute)
- [stiff\\_viscosity](#) (bpy.types.SPHFluidSettings attribute)
- [stiffness](#) (bpy.types.MetaElement attribute)

- ShaderNodeSubsurfaceScattering (class in bpy.types)
- ShaderNodeTangent (class in bpy.types)
- ShaderNodeTexBrick (class in bpy.types)
- ShaderNodeTexBrick.color\_mapping (in module bpy.types)
- ShaderNodeTexBrick.texture\_mapping (in module bpy.types)
- ShaderNodeTexChecker (class in bpy.types)
- ShaderNodeTexChecker.color\_mapping (in module bpy.types)
- ShaderNodeTexChecker.texture\_mapping (in module bpy.types)
- ShaderNodeTexCoord (class in bpy.types)
- ShaderNodeTexEnvironment (class in bpy.types)
- ShaderNodeTexEnvironment.color\_mapping (in module bpy.types)
- ShaderNodeTexEnvironment.image\_user (in module bpy.types)
- ShaderNodeTexEnvironment.texture\_mapping (in module bpy.types)
- ShaderNodeTexGabor (class in bpy.types)
- ShaderNodeTexGabor.color\_mapping (in module bpy.types)
- ShaderNodeTexGabor.texture\_mapping (in module bpy.types)
- ShaderNodeTexGradient (class in bpy.types)
- ShaderNodeTexGradient.color\_mapping (in module bpy.types)
- ShaderNodeTexGradient.texture\_mapping (in module bpy.types)
- ShaderNodeTexIES (class in bpy.types)
- ShaderNodeTexImage (class in bpy.types)
- ShaderNodeTexImage.color\_mapping (in module bpy.types)
- ShaderNodeTexImage.image\_user (in module bpy.types)
- ShaderNodeTexImage.texture\_mapping (in module bpy.types)
- ShaderNodeTexMagic (class in bpy.types)
- ShaderNodeTexMagic.color\_mapping (in module bpy.types)
- ShaderNodeTexMagic.texture\_mapping (in module bpy.types)
- ShaderNodeTexNoise (class in bpy.types)
- ShaderNodeTexNoise.color\_mapping (in module bpy.types)
- ShaderNodeTexNoise.texture\_mapping (in module bpy.types)
- ShaderNodeTexPointDensity (class in bpy.types)
- ShaderNodeTexSky (class in bpy.types)
- ShaderNodeTexSky.color\_mapping (in module bpy.types)
- ShaderNodeTexSky.texture\_mapping (in module bpy.types)
- ShaderNodeTexVoronoi (class in bpy.types)
- ShaderNodeTexVoronoi.color\_mapping (in module bpy.types)
- ShaderNodeTexVoronoi.texture\_mapping (in module bpy.types)
- ShaderNodeTexWave (class in bpy.types)
- ShaderNodeTexWave.color\_mapping (in module bpy.types)
- ShaderNodeTexWave.texture\_mapping (in module bpy.types)
- ShaderNodeTexWhiteNoise (class in bpy.types)
- ShaderNodeTree (class in bpy.types)
- ShaderNodeUVAAlongStroke (class in bpy.types)
- ShaderNodeUVMap (class in bpy.types)
- ShaderNodeValToRGB (class in bpy.types)
- ShaderNodeValToRGB.color\_ramp (in module bpy.types)
- ShaderNodeValue (class in bpy.types)
- ShaderNodeVectorCurve (class in bpy.types)
- ShaderNodeVectorCurve.mapping (in module bpy.types)
- ShaderNodeVectorDisplacement (class in bpy.types)
- ShaderNodeVectorMath (class in bpy.types)
- ShaderNodeVectorRotate (class in bpy.types)
- ShaderNodeVectorTransform (class in bpy.types)
- ShaderNodeVertexColor (class in bpy.types)
- ShaderNodeVolumeAbsorption (class in bpy.types)
- ShaderNodeVolumeInfo (class in bpy.types)
- ShaderNodeVolumePrincipled (class in bpy.types)
- (bpy.types.SPHFluidSettings attribute)
- stitch() (in module bpy.ops.uv)
- stl\_export() (in module bpy.ops.wm)
- stl\_import() (in module bpy.ops.wm)
- stop() (aud.DynamicMusic method)
  - (aud.Handle method)
  - (aud.PlaybackManager method)
- stopAll() (aud.Device method)
- streaks (bpy.types.CompositorNodeGlare attribute)
- stream\_index (bpy.types.MovieStrip attribute)
- strength (bpy.types.BoidSettings attribute)
  - (bpy.types.Brush attribute)
  - (bpy.types.DisplaceModifier attribute)
  - (bpy.types.FieldSettings attribute)
  - (bpy.types.FModifierNoise attribute)
  - (bpy.types.GreasePencilEnvelopeModifier attribute)
  - (bpy.types.GreasePencilHookModifier attribute)
  - (bpy.types.GreasePencilLatticeModifier attribute)
  - (bpy.types.HookModifier attribute)
  - (bpy.types.LatticeModifier attribute)
  - (bpy.types.PaletteColor attribute)
  - (bpy.types.ParticleBrush attribute)
  - (bpy.types.SurfaceDeformModifier attribute)
  - (bpy.types.UnifiedPaintSettings attribute)
  - (bpy.types.UvSculpt attribute)
  - (bpy.types.VolumeDisplaceModifier attribute)
  - (bpy.types.WarpModifier attribute)
- stretch\_opacity (bpy.types.SpaceUVEditor attribute)
- stretchto\_reset() (in module bpy.ops.constraint)
- StretchToConstraint (class in bpy.types)
- string (bmesh.types.BMLayerAccessEdge attribute)
  - (bmesh.types.BMLayerAccessFace attribute)
  - (bmesh.types.BMLayerAccessLoop attribute)
  - (bmesh.types.BMLayerAccessVert attribute)
  - (bpy.types.FunctionNodeInputString attribute)
  - (bpy.types.PropertyGroupItem attribute)
- StringAttribute (class in bpy.types)
- StringAttribute.data (in module bpy.types)
- StringAttributeValue (class in bpy.types)
- StringProperty (class in bpy.types)
- StringProperty() (in module bpy.props)
- StringProperty.default (in module bpy.types)
- StringProperty.length\_max (in module bpy.types)
- Strip (class in bpy.types)
- Strip.frame\_duration (in module bpy.types)
- Strip.modifiers (in module bpy.types)
- Strip.type (in module bpy.types)
- strip\_color\_tag\_set() (in module bpy.ops.sequencer)
- strip\_elem\_from\_frame() (bpy.types.Strip method)
- strip\_jump() (in module bpy.ops.sequencer)
- strip\_modifier\_add() (in module bpy.ops.sequencer)
- strip\_modifier\_copy() (in module bpy.ops.sequencer)
- strip\_modifier\_equalizer\_redefine() (in module bpy.ops.sequencer)
- strip\_modifier\_move() (in module bpy.ops.sequencer)
- strip\_modifier\_remove() (in module bpy.ops.sequencer)
- strip\_time (bpy.types.NlaStrip attribute)
- strip\_transform\_clear() (in module bpy.ops.sequencer)



- [ShaderNodeVolumeScatter](#) (class in [bpy.types](#))
- [ShaderNodeWavelength](#) (class in [bpy.types](#))
- [ShaderNodeWireframe](#) (class in [bpy.types](#))
- [shadetop](#) ([bpy.types.ThemeWidgetColors](#) attribute)
- [shadow](#) ([bpy.types.ThemeFontStyle](#) attribute)
- [SHADOW](#) (in module [blf](#))
- [shadow\(\)](#) (in module [blf](#))
- [shadow\\_adjust](#) ([bpy.types.CompositorNodeChromaMatte](#) attribute)
- [shadow\\_alpha](#) ([bpy.types.ThemeFontStyle](#) attribute)
- [shadow\\_angle](#) ([bpy.types.TextStrip](#) attribute)
- [shadow\\_blur](#) ([bpy.types.TextStrip](#) attribute)
- [shadow\\_buffer\\_clip\\_start](#) ([bpy.types.AreaLight](#) attribute)
  - ([bpy.types.PointLight](#) attribute)
  - ([bpy.types.SpotLight](#) attribute)
  - ([bpy.types.SunLight](#) attribute)
- [shadow\\_camera\\_far](#) ([bpy.types.GreasePencilLineartModifier](#) attribute)
- [shadow\\_camera\\_near](#) ([bpy.types.GreasePencilLineartModifier](#) attribute)
- [shadow\\_camera\\_size](#) ([bpy.types.GreasePencilLineartModifier](#) attribute)
- [shadow\\_cascade\\_count](#) ([bpy.types.SunLight](#) attribute)
- [shadow\\_cascade\\_exponent](#) ([bpy.types.SunLight](#) attribute)
- [shadow\\_cascade\\_fade](#) ([bpy.types.SunLight](#) attribute)
- [shadow\\_cascade\\_max\\_distance](#) ([bpy.types.SunLight](#) attribute)
- [shadow\\_color](#) ([bpy.types.ShaderFxShadow](#) attribute)
  - ([bpy.types.TextStrip](#) attribute)
- [shadow\\_filter\\_radius](#) ([bpy.types.AreaLight](#) attribute)
  - ([bpy.types.PointLight](#) attribute)
  - ([bpy.types.SpotLight](#) attribute)
  - ([bpy.types.SunLight](#) attribute)
- [shadow\\_focus](#) ([bpy.types.SceneDisplay](#) attribute)
- [shadow\\_intensity](#) ([bpy.types.View3DShading](#) attribute)
- [shadow\\_jitter\\_overblur](#) ([bpy.types.AreaLight](#) attribute)
  - ([bpy.types.PointLight](#) attribute)
  - ([bpy.types.SpotLight](#) attribute)
  - ([bpy.types.SunLight](#) attribute)
- [shadow\\_maximum\\_resolution](#) ([bpy.types.AreaLight](#) attribute)
  - ([bpy.types.PointLight](#) attribute)
  - ([bpy.types.SpotLight](#) attribute)
  - ([bpy.types.SunLight](#) attribute)
- [shadow\\_offset](#) ([bpy.types.TextStrip](#) attribute)
- [shadow\\_offset\(\)](#) (in module [blf](#))
- [shadow\\_offset\\_x](#) ([bpy.types.ThemeFontStyle](#) attribute)
- [shadow\\_offset\\_y](#) ([bpy.types.ThemeFontStyle](#) attribute)
- [shadow\\_pool\\_size](#) ([bpy.types.SceneEEVEE](#) attribute)
- [shadow\\_ray\\_count](#) ([bpy.types.SceneEEVEE](#) attribute)
- [shadow\\_region\\_filtering](#) ([bpy.types.GreasePencilLineartModifier](#) attribute)
- [shadow\\_resolution\\_scale](#) ([bpy.types.SceneEEVEE](#) attribute)
- [shadow\\_shift](#) ([bpy.types.SceneDisplay](#) attribute)
- [shadow\\_soft\\_size](#) ([bpy.types.AreaLight](#) attribute)
  - ([bpy.types.PointLight](#) attribute)
  - ([bpy.types.SpotLight](#) attribute)
  - ([bpy.types.SunLight](#) attribute)
- [shadow\\_step\\_count](#) ([bpy.types.SceneEEVEE](#) attribute)
- [shadow\\_value](#) ([bpy.types.ThemeFontStyle](#) attribute)
- [shadows\\_contrast](#) ([bpy.types.CompositorNodeColorCorrection](#) attribute)
- [shadows\\_gain](#) ([bpy.types.CompositorNodeColorCorrection](#) attribute)
- [shadows\\_gamma](#) ([bpy.types.CompositorNodeColorCorrection](#) attribute)
- [strip\\_transform\\_fit\(\)](#) (in module [bpy.ops.sequencer](#))
- [StripColorBalance](#) (class in [bpy.types](#))
- [StripColorBalanceData](#) (class in [bpy.types](#))
- [StripCrop](#) (class in [bpy.types](#))
- [StripElement](#) (class in [bpy.types](#))
- [StripElement.orig\\_fps](#) (in module [bpy.types](#))
- [StripElement.orig\\_height](#) (in module [bpy.types](#))
- [StripElement.orig\\_width](#) (in module [bpy.types](#))
- [StripElements](#) (class in [bpy.types](#))
- [StripModifier](#) (class in [bpy.types](#))
- [StripModifier.type](#) (in module [bpy.types](#))
- [StripModifiers](#) (class in [bpy.types](#))
- [StripProxy](#) (class in [bpy.types](#))
- [strips](#) ([bpy.types.ThemeClipEditor](#) attribute)
  - ([bpy.types.ThemeNLAEditor](#) attribute)
  - (in module [bpy.context](#))
- [strips\\_selected](#) ([bpy.types.ThemeClipEditor](#) attribute)
  - ([bpy.types.ThemeNLAEditor](#) attribute)
- [StripsMeta](#) (class in [bpy.types](#))
- [StripsTopLevel](#) (class in [bpy.types](#))
- [StripTransform](#) (class in [bpy.types](#))
- [strobe](#) ([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)
- [Stroke](#) (class in [freestyle.types](#))
- [Stroke\(\)](#) ([freestyle.types.Stroke](#) method)
- [stroke\\_curvature\(\)](#) (in module [freestyle.utils](#))
- [stroke\\_depth\\_offset](#) ([bpy.types.GreasePencilLineartModifier](#) attribute)
- [stroke\\_depth\\_order](#) ([bpy.types.GreasePencilv3](#) attribute)
- [stroke\\_image](#) ([bpy.types.MaterialGPencilStyle](#) attribute)
- [stroke\\_length](#) ([freestyle.types.StrokeVertex](#) attribute)
- [stroke\\_location](#) ([bpy.types.GreasePencilOffsetModifier](#) attribute)
- [stroke\\_material\\_set\(\)](#) (in module [bpy.ops.grease\\_pencil](#))
- [stroke\\_merge\\_by\\_distance\(\)](#) (in module [bpy.ops.grease\\_pencil](#))
- [stroke\\_method](#) ([bpy.types.Brush](#) attribute)
- [stroke\\_normal\(\)](#) (in module [freestyle.utils](#))
- [stroke\\_reset\\_vertex\\_color\(\)](#) (in module [bpy.ops.grease\\_pencil](#))
- [stroke\\_rotation](#) ([bpy.types.GreasePencilOffsetModifier](#) attribute)
- [stroke\\_scale](#) ([bpy.types.GreasePencilOffsetModifier](#) attribute)
- [stroke\\_simplify\(\)](#) (in module [bpy.ops.grease\\_pencil](#))
- [stroke\\_smooth\(\)](#) (in module [bpy.ops.grease\\_pencil](#))
- [stroke\\_start\\_offset](#) ([bpy.types.GreasePencilOffsetModifier](#) attribute)
- [stroke\\_step](#) ([bpy.types.GreasePencilOffsetModifier](#) attribute)
- [stroke\\_style](#) ([bpy.types.MaterialGPencilStyle](#) attribute)
- [stroke\\_subdivide\(\)](#) (in module [bpy.ops.grease\\_pencil](#))
- [stroke\\_subdivide\\_smooth\(\)](#) (in module [bpy.ops.grease\\_pencil](#))
- [stroke\\_switch\\_direction\(\)](#) (in module [bpy.ops.grease\\_pencil](#))
- [stroke\\_trim\(\)](#) (in module [bpy.ops.grease\\_pencil](#))
- [stroke\\_vertices\\_begin\(\)](#) ([freestyle.types.Stroke](#) method)
- [stroke\\_vertices\\_end\(\)](#) ([freestyle.types.Stroke](#) method)
- [stroke\\_vertices\\_size\(\)](#) ([freestyle.types.Stroke](#) method)
- [StrokeAttribute](#) (class in [freestyle.types](#))

- shadows\_lift (bpy.types.CompositorNodeColorCorrection attribute)
- shadows\_saturation (bpy.types.CompositorNodeColorCorrection attribute)
- shape (bmesh.types.BMLayerAccessVert attribute)
  - (bpy.types.AreaLight attribute)
  - (bpy.types.FieldSettings attribute)
  - (bpy.types.LineStyleGeometryModifier\_Blueprint attribute)
  - (bpy.types.ParticleSettings attribute)
- shape\_change() (in module bpy.ops.rigidbody)
- shape\_cut() (in module bpy.ops.particle)
- shape\_key\_add() (bpy.types.Object method)
  - (in module bpy.ops.object)
- shape\_key\_clear() (bpy.types.Object method)
  - (in module bpy.ops.mask)
  - (in module bpy.ops.object)
- shape\_key\_feather\_reset() (in module bpy.ops.mask)
- shape\_key\_insert() (in module bpy.ops.mask)
- shape\_key\_lock() (in module bpy.ops.object)
- shape\_key\_mirror() (in module bpy.ops.object)
- shape\_key\_move() (in module bpy.ops.object)
- shape\_key\_rekey() (in module bpy.ops.mask)
- shape\_key\_remove() (bpy.types.Object method)
  - (in module bpy.ops.object)
- shape\_key\_retine() (in module bpy.ops.object)
- shape\_key\_transfer() (in module bpy.ops.object)
- shape\_object (bpy.types.ParticleEdit attribute)
- shape\_propagate\_to\_all() (in module bpy.ops.mesh)
- ShapeIdF0D (class in freestyle.functions)
- ShapeKey (class in bpy.types)
- ShapeKey.data (in module bpy.types)
- ShapeKey.frame (in module bpy.types)
- ShapeKey.points (in module bpy.types)
- ShapeKeyBezierPoint (class in bpy.types)
- ShapeKeyCurvePoint (class in bpy.types)
- ShapeKeyPoint (class in bpy.types)
- ShapeUP1D (class in freestyle.predicates)
- sharp\_max (bpy.types.MeshStatVis attribute)
- sharp\_min (bpy.types.MeshStatVis attribute)
- sharp\_threshold (bpy.types.Brush attribute)
  - (bpy.types.GreasePencilSimplifyModifier attribute)
- sharpen\_peak\_jonswap (bpy.types.OceanModifier attribute)
- sharpness (bpy.types.CompositorNodeKuwahara attribute)
  - (bpy.types.RemeshModifier attribute)
- shear (bpy.types.SoftBodySettings attribute)
  - (bpy.types.TextCurve attribute)
- shear() (in module bpy.ops.graph)
  - (in module bpy.ops.transform)
- Shear() (mathutils.Matrix class method)
- shear\_damping (bpy.types.ClothSettings attribute)
- shear\_stiffness (bpy.types.ClothSettings attribute)
- shear\_stiffness\_max (bpy.types.ClothSettings attribute)
- shell\_vertex\_group (bpy.types.SolidifyModifier attribute)
- shift (bpy.types.CompositorNodeBokehImage attribute)
  - (bpy.types.KeyMapItem attribute)
- shift\_ui (bpy.types.KeyMapItem attribute)
- shift\_x (bpy.types.Camera attribute)
- shift\_v (bpy.types.Camera attribute)
- StrokeCollector (class in freestyle.utils)
- StrokeShader (class in freestyle.types)
- StrokeTextureStepShader (class in freestyle.shaders)
- StrokeVertex (class in freestyle.types)
- StrokeVertexIterator (class in freestyle.types)
- Struct (class in bpy.types)
- Struct.base (in module bpy.types)
- Struct.description (in module bpy.types)
- Struct.functions (in module bpy.types)
- Struct.identifier (in module bpy.types)
- Struct.name (in module bpy.types)
- Struct.name\_property (in module bpy.types)
- Struct.nested (in module bpy.types)
- Struct.properties (in module bpy.types)
- Struct.property\_tags (in module bpy.types)
- Struct.translation\_context (in module bpy.types)
- stucci\_type (bpy.types.StucciTexture attribute)
- StucciTexture (class in bpy.types)
- StucciTexture.users\_material (in module bpy.types)
- StucciTexture.users\_object\_modifier (in module bpy.types)
- studio\_light (bpy.types.View3DShading attribute)
- StudioLight (class in bpy.types)
- StudioLight.has\_specular\_highlight\_pass (in module bpy.types)
- StudioLight.index (in module bpy.types)
- StudioLight.is\_user\_defined (in module bpy.types)
- StudioLight.light\_ambient (in module bpy.types)
- StudioLight.name (in module bpy.types)
- StudioLight.path (in module bpy.types)
- StudioLight.solid\_lights (in module bpy.types)
- StudioLight.type (in module bpy.types)
- studiointerface\_background\_alpha (bpy.types.View3DShading attribute)
- studiointerface\_background\_blur (bpy.types.View3DShading attribute)
- studiointerface\_copy\_settings() (in module bpy.ops.preferences)
- studiointerface\_install() (in module bpy.ops.preferences)
- studiointerface\_intensity (bpy.types.View3DShading attribute)
- studiointerface\_new() (in module bpy.ops.preferences)
- studiointerface\_rotate\_z (bpy.types.View3DShading attribute)
- studiointerface\_uninstall() (in module bpy.ops.preferences)
- StudioLights (class in bpy.types)
- style\_set() (in module bpy.ops.font)
- style\_toggle() (in module bpy.ops.font)
- sub\_back (bpy.types.ThemePanelColors attribute)
- sub\_parent (bpy.types.MaskParent attribute)
- subdivide() (in module bpy.ops.armature)
  - (in module bpy.ops.curve)
  - (in module bpy.ops.curves)
  - (in module bpy.ops.mesh)
  - (in module bpy.ops.particle)
- subdivide\_edgering() (in module bmesh.ops)
  - (in module bpy.ops.mesh)
- subdivide\_edges() (in module bmesh.ops)
- subdivision (bpy.types.GreasePencilOutlineModifier attribute)
- subdivision\_set() (in module bpy.ops.object)
- subdivision\_type (bpy.types.GreasePencilSubdivModifier attribute)
  - (bpy.types.SubsurfModifier attribute)
- subframes (bpy.types.FluidEffectorSettings attribute)
  - (bpy.types.FluidFlowSettings attribute)

- [shininess](#) (bpy.types.Material attribute)
- [Short2Attribute](#) (class in bpy.types)
- [Short2Attribute.data](#) (in module bpy.types)
- [Short2AttributeValue](#) (class in bpy.types)
- [shortest\\_path\\_pick\(\)](#) (in module bpy.ops.armature)
  - (in module bpy.ops.curve)
  - (in module bpy.ops.mesh)
  - (in module bpy.ops.uv)
- [shortest\\_path\\_select\(\)](#) (in module bpy.ops.mesh)
  - (in module bpy.ops.uv)
- [show\\_active\(\)](#) (in module bpy.ops.outliner)
- [show\\_addons\\_enabled\\_only](#) (bpy.types.PreferencesView attribute)
- [show\\_alive](#) (bpy.types.ExplodeModifier attribute)
  - (bpy.types.ParticleInstanceModifier attribute)
- [show\\_all\\_edges](#) (bpy.types.Object attribute)
- [show\\_annotation](#) (bpy.types.SequencerPreviewOverlay attribute)
  - (bpy.types.SpaceClipEditor attribute)
  - (bpy.types.SpaceImageEditor attribute)
  - (bpy.types.SpaceNodeEditor attribute)
  - (bpy.types.View3DOverlay attribute)
  - (bpy.types.XrSessionSettings attribute)
- [show\\_armatures](#) (bpy.types.DopeSheet attribute)
- [show\\_asset\\_debug\\_info](#) (bpy.types.PreferencesExperimental attribute)
- [show\\_axes](#) (bpy.types.Armature attribute)
- [show\\_axis](#) (bpy.types.Object attribute)
- [show\\_axis\\_x](#) (bpy.types.View3DOverlay attribute)
- [show\\_axis\\_y](#) (bpy.types.View3DOverlay attribute)
- [show\\_axis\\_z](#) (bpy.types.View3DOverlay attribute)
- [show\\_backdrop](#) (bpy.types.SpaceNodeEditor attribute)
  - (bpy.types.SpaceSequenceEditor attribute)
- [show\\_backface\\_culling](#) (bpy.types.View3DSHading attribute)
- [show\\_background\\_image](#) (bpy.types.CameraBackgroundImage attribute)
- [show\\_background\\_images](#) (bpy.types.Camera attribute)
- [show\\_blue\\_channel](#) (bpy.types.SpaceClipEditor attribute)
- [show\\_bone\\_colors](#) (bpy.types.Armature attribute)
- [show\\_bone\\_custom\\_shapes](#) (bpy.types.Armature attribute)
- [show\\_bones](#) (bpy.types.View3DOverlay attribute)
- [show\\_bounds](#) (bpy.types.Object attribute)
- [show\\_brush](#) (bpy.types.Paint attribute)
- [show\\_brush\\_on\\_surface](#) (bpy.types.Paint attribute)
- [show\\_bundle\\_names](#) (bpy.types.SpaceView3D attribute)
- [show\\_bundles](#) (bpy.types.SpaceClipEditor attribute)
- [show\\_cache](#) (bpy.types.SequencerCacheOverlay attribute)
  - (bpy.types.SpaceDopeSheetEditor attribute)
- [show\\_cache\\_composite](#) (bpy.types.SequencerCacheOverlay attribute)
- [show\\_cache\\_files](#) (bpy.types.DopeSheet attribute)
- [show\\_cache\\_final\\_out](#) (bpy.types.SequencerCacheOverlay attribute)
- [show\\_cache\\_preprocessed](#) (bpy.types.SequencerCacheOverlay attribute)
- [show\\_cache\\_raw](#) (bpy.types.SequencerCacheOverlay attribute)
- [show\\_camera\\_guides](#) (bpy.types.View3DOverlay attribute)
- [show\\_camera\\_passepartout](#) (bpy.types.View3DOverlay attribute)
- [show\\_camera\\_path](#) (bpy.types.SpaceView3D attribute)
- [show\\_cameras](#) (bpy.types.DopeSheet attribute)
- [show\\_cavity](#) (bpy.types.View3DSHading attribute)
- [show\\_clip](#) (bpy.types.LightProbe attribute)
- [show\\_colored\\_constraints](#) (bpy.types.ThemeBoneColorSet attribute)

- [shrinkwrap\\_method](#) (bpy.types.ParticleSettings attribute)
  - (bpy.types.ParticleSettings attribute)
- [subscribe\\_ma\(\)](#) (in module bpy.msgbus)
- [substeps\\_per\\_frame](#) (bpy.types.RigidBodyWorld attribute)
- [subsurf\\_levels](#) (bpy.types.GreasePencilShrinkwrapModifier attribute)
  - (bpy.types.ShrinkwrapModifier attribute)
- [subsurface\\_method](#) (bpy.types.ShaderNodeBsdfPrincipled attribute)
- [SubsurfModifier](#) (class in bpy.types)
- [subtarget](#) (bpy.types.ActionConstraint attribute)
  - (bpy.types.ChildOfConstraint attribute)
  - (bpy.types.ConstraintTarget attribute)
  - (bpy.types.ConstraintTargetBone attribute)
  - (bpy.types.CopyLocationConstraint attribute)
  - (bpy.types.CopyRotationConstraint attribute)
  - (bpy.types.CopyScaleConstraint attribute)
  - (bpy.types.CopyTransformsConstraint attribute)
  - (bpy.types.DampedTrackConstraint attribute)
  - (bpy.types.FloorConstraint attribute)
  - (bpy.types.GreasePencilHookModifier attribute)
  - (bpy.types.HookModifier attribute)
  - (bpy.types.KinematicConstraint attribute)
  - (bpy.types.LimitDistanceConstraint attribute)
  - (bpy.types.LockedTrackConstraint attribute)
  - (bpy.types.PivotConstraint attribute)
  - (bpy.types.StretchToConstraint attribute)
  - (bpy.types.TrackToConstraint attribute)
  - (bpy.types.TransformConstraint attribute)
- [SubtractStrip](#) (class in bpy.types)
- [SubtractStrip.input\\_count](#) (in module bpy.types)
- [subtype](#) (bpy.types.NodeTreeInterfaceSocketFloat attribute)
  - (bpy.types.NodeTreeInterfaceSocketFloatAngle attribute)
  - (bpy.types.NodeTreeInterfaceSocketFloatColorTemperature attribute)
  - (bpy.types.NodeTreeInterfaceSocketFloatDistance attribute)
  - (bpy.types.NodeTreeInterfaceSocketFloatFactor attribute)
  - (bpy.types.NodeTreeInterfaceSocketFloatFrequency attribute)
  - (bpy.types.NodeTreeInterfaceSocketFloatPercentage attribute)
  - (bpy.types.NodeTreeInterfaceSocketFloatTime attribute)
  - (bpy.types.NodeTreeInterfaceSocketFloatTimeAbsolute attribute)
  - (bpy.types.NodeTreeInterfaceSocketFloatUnsigned attribute)
  - (bpy.types.NodeTreeInterfaceSocketFloatWavelength attribute)
  - (bpy.types.NodeTreeInterfaceSocketInt attribute)
  - (bpy.types.NodeTreeInterfaceSocketIntFactor attribute)
  - (bpy.types.NodeTreeInterfaceSocketIntPercentage attribute)
  - (bpy.types.NodeTreeInterfaceSocketIntUnsigned attribute)
  - (bpy.types.NodeTreeInterfaceSocketString attribute)
  - (bpy.types.NodeTreeInterfaceSocketStringFilePath attribute)
  - (bpy.types.NodeTreeInterfaceSocketVector attribute)
  - (bpy.types.NodeTreeInterfaceSocketVectorAcceleration attribute)
  - (bpy.types.NodeTreeInterfaceSocketVectorDirection attribute)
  - (bpy.types.NodeTreeInterfaceSocketVectorEuler attribute)
  - (bpy.types.NodeTreeInterfaceSocketVectorTranslation attribute)
  - (bpy.types.NodeTreeInterfaceSocketVectorVelocity attribute)
  - (bpy.types.NodeTreeInterfaceSocketVectorXYZ attribute)
- [sum\(\)](#) (aud.Sound method)
- [summary](#) (bpy.types.ThemeDopeSheet attribute)
- [sun\\_angle](#) (bpy.types.World attribute)

- `show_column_layout` (bpy.types.PreferencesView attribute)
- `show_composition_center` (bpy.types.Camera attribute)
- `show_composition_center_diagonal` (bpy.types.Camera attribute)
- `show_composition_golden` (bpy.types.Camera attribute)
- `show_composition_golden_tri_a` (bpy.types.Camera attribute)
- `show_composition_golden_tri_b` (bpy.types.Camera attribute)
- `show_composition_harmony_tri_a` (bpy.types.Camera attribute)
- `show_composition_harmony_tri_b` (bpy.types.Camera attribute)
- `show_composition_thirds` (bpy.types.Camera attribute)
- `show_cone` (bpy.types.SpotLight attribute)
- `show_context_path` (bpy.types.SpaceNodeOverlay attribute)
- `show_controllers` (bpy.types.XrSessionSettings attribute)
- `show_corner_split` (bpy.types.PreferencesApps attribute)
- `show_cursor` (bpy.types.SequencerPreviewOverlay attribute)
  - (bpy.types.SpaceGraphEditor attribute)
  - (bpy.types.View3DOverlay attribute)
- `show_curve_normals` (bpy.types.View3DOverlay attribute)
- `show_curves` (bpy.types.DopeSheet attribute)
- `show_custom_overlays` (bpy.types.XrSessionSettings attribute)
- `show_data` (bpy.types.LightProbe attribute)
- `show_datablock_filters` (bpy.types.DopeSheet attribute)
- `show_dead` (bpy.types.ExplodeModifier attribute)
  - (bpy.types.ParticleInstanceModifier attribute)
- `show_details_datetime` (bpy.types.FileSelectParams attribute)
- `show_details_size` (bpy.types.FileSelectParams attribute)
- `show_developer_ui` (bpy.types.PreferencesView attribute)
- `show_disabled` (bpy.types.SpaceClipEditor attribute)
- `show_driver_fallback_as_error` (bpy.types.DopeSheet attribute)
- `show_edge_bevel_weight` (bpy.types.View3DOverlay attribute)
- `show_edge_crease` (bpy.types.View3DOverlay attribute)
- `show_edge_resize` (bpy.types.PreferencesApps attribute)
- `show_edge_seams` (bpy.types.View3DOverlay attribute)
- `show_edge_sharp` (bpy.types.View3DOverlay attribute)
- `show_empty_image_only_axis_aligned` (bpy.types.Object attribute)
- `show_empty_image_orthographic` (bpy.types.Object attribute)
- `show_empty_image_perspective` (bpy.types.Object attribute)
- `show_expanded` (bpy.types.ActionGroup attribute)
  - (bpy.types.ActionSlot attribute)
  - (bpy.types.CameraBackgroundImage attribute)
  - (bpy.types.Constraint attribute)
  - (bpy.types.FModifier attribute)
  - (bpy.types.KeyMapItem attribute)
  - (bpy.types.Modifier attribute)
  - (bpy.types.NodeSocket attribute)
  - (bpy.types.ShaderFx attribute)
  - (bpy.types.SpreadsheetRowFilter attribute)
  - (bpy.types.StripModifier attribute)
- `show_expanded_children` (bpy.types.KeyMap attribute)
- `show_expanded_graph` (bpy.types.ActionGroup attribute)
- `show_expanded_items` (bpy.types.KeyMap attribute)
- `show_expanded_summary` (bpy.types.DopeSheet attribute)
- `show_extensions_updates` (bpy.types.PreferencesView attribute)
- `show_extra_edge_angle` (bpy.types.View3DOverlay attribute)
- `show_extra_edge_length` (bpy.types.View3DOverlay attribute)
- `show_extra_face_angle` (bpy.types.View3DOverlay attribute)
- `show_extra_face_area` (bpy.types.View3DOverlay attribute)
- `show_extra_indices` (bpy.types.View3DOverlay attribute)
- `sun_direction` (bpy.types.ShaderNodeTexSky attribute)
- `sun_disc` (bpy.types.ShaderNodeTexSky attribute)
- `sun_elevation` (bpy.types.ShaderNodeTexSky attribute)
- `sun_intensity` (bpy.types.ShaderNodeTexSky attribute)
- `sun_rotation` (bpy.types.ShaderNodeTexSky attribute)
- `sun_shadow_filter_radius` (bpy.types.World attribute)
- `sun_shadow_jitter_overblur` (bpy.types.World attribute)
- `sun_shadow_maximum_resolution` (bpy.types.World attribute)
- `sun_size` (bpy.types.ShaderNodeTexSky attribute)
- `sun_threshold` (bpy.types.World attribute)
- `SunLight` (class in bpy.types)
- `support_display_space_shader()` (bpy.types.RenderEngine method)
- `surface` (bpy.types.Curves attribute)
- `surface_bias` (bpy.types.LightProbeVolume attribute)
- `surface_collision_distance` (bpy.types.Curves attribute)
- `surface_distance` (bpy.types.FluidEffectorSettings attribute)
  - (bpy.types.FluidFlowSettings attribute)
- `surface_format` (bpy.types.DynamicPaintSurface attribute)
- `surface_offset` (bpy.types.CurvePaintSettings attribute)
- `surface_plane` (bpy.types.CurvePaintSettings attribute)
- `surface_render_method` (bpy.types.Material attribute)
- `surface_set()` (in module bpy.ops.curves)
- `surface_slot_add()` (in module bpy.ops.dpaint)
- `surface_slot_remove()` (in module bpy.ops.dpaint)
- `surface_smooth_current_vertex` (bpy.types.Brush attribute)
- `surface_smooth_iterations` (bpy.types.Brush attribute)
- `surface_smooth_shape_preservation` (bpy.types.Brush attribute)
- `surface_tension` (bpy.types.FluidDomainSettings attribute)
- `surface_type` (bpy.types.DynamicPaintSurface attribute)
- `surface_uv_map` (bpy.types.Curves attribute)
- `SurfaceCurve` (class in bpy.types)
- `surfacedeform_bind()` (in module bpy.ops.object)
- `SurfaceDeformModifier` (class in bpy.types)
- `SurfaceDeformModifier.is_bound` (in module bpy.types)
- `SurfaceModifier` (class in bpy.types)
- `surfel_density` (bpy.types.LightProbeVolume attribute)
- `SVertex` (class in freestyle.types)
- `svertex` (freestyle.types.NonTVertex attribute)
- `SVertexIterator` (class in freestyle.types)
- `svg()` (in module bpy.ops.import\_curve)
- `swap()` (bpy.types.Strip method)
  - (in module bpy.ops.nla)
  - (in module bpy.ops.sequencer)
- `swap_data()` (in module bpy.ops.sequencer)
- `swap_inputs()` (in module bpy.ops.sequencer)
- `swap_multi_input_sort_id()` (bpy.types.NodeLink method)
- `switch_direction()` (in module bpy.ops.armature)
  - (in module bpy.ops.curve)
  - (in module bpy.ops.curves)
  - (in module bpy.ops.mask)
- `symmetrize()` (in module bmesh.ops)
  - (in module bpy.ops.armature)
  - (in module bpy.ops.mesh)
  - (in module bpy.ops.sculpt)
- `symmetrize_direction` (bpy.types.Sculpt attribute)
- `symmetry_axis` (bpy.types.DecimateModifier attribute)
- `symmetry_span()` (in module bpy.ops.mesh)



- `show_vdata_arrows` (bpy.types.View3DOverlay attribute)
- `show_extrapolation` (bpy.types.SpaceGraphEditor attribute)
- `show_extras` (bpy.types.View3DOverlay attribute)
- `show_extremes` (bpy.types.SpaceDopeSheetEditor attribute)
- `show_face_center` (bpy.types.View3DOverlay attribute)
- `show_face_normals` (bpy.types.View3DOverlay attribute)
- `show_face_orientation` (bpy.types.View3DOverlay attribute)
- `show_faces` (bpy.types.SpaceUVEditor attribute)
  - (bpy.types.View3DOverlay attribute)
- `show_fade_inactive` (bpy.types.View3DOverlay attribute)
- `show_fcurves` (bpy.types.SequencerTimelineOverlay attribute)
- `show_fill` (bpy.types.BrushGpencilSettings attribute)
  - (bpy.types.MaterialGPencilStyle attribute)
- `show_fill_boundary` (bpy.types.BrushGpencilSettings attribute)
- `show_fill_extend` (bpy.types.BrushGpencilSettings attribute)
- `show_filters` (bpy.types.SpaceClipEditor attribute)
- `show_floor` (bpy.types.View3DOverlay attribute)
  - (bpy.types.XrSessionSettings attribute)
- `show_frame_numbers` (bpy.types.AnimVizMotionPaths attribute)
- `show_frames` (bpy.types.SpaceSequenceEditor attribute)
- `show_freestyle_edge_marks` (bpy.types.View3DOverlay attribute)
- `show_freestyle_face_marks` (bpy.types.View3DOverlay attribute)
- `show_gizmo` (bpy.types.PreferencesView attribute)
  - (bpy.types.SpaceClipEditor attribute)
  - (bpy.types.SpaceImageEditor attribute)
  - (bpy.types.SpaceSequenceEditor attribute)
  - (bpy.types.SpaceView3D attribute)
- `show_gizmo_camera_dof_distance` (bpy.types.SpaceView3D attribute)
- `show_gizmo_camera_lens` (bpy.types.SpaceView3D attribute)
- `show_gizmo_context` (bpy.types.SpaceSequenceEditor attribute)
  - (bpy.types.SpaceView3D attribute)
- `show_gizmo_empty_force_field` (bpy.types.SpaceView3D attribute)
- `show_gizmo_empty_image` (bpy.types.SpaceView3D attribute)
- `show_gizmo_light_look_at` (bpy.types.SpaceView3D attribute)
- `show_gizmo_light_size` (bpy.types.SpaceView3D attribute)
- `show_gizmo_modifier` (bpy.types.SpaceView3D attribute)
- `show_gizmo_navigate` (bpy.types.SpaceClipEditor attribute)
  - (bpy.types.SpaceImageEditor attribute)
  - (bpy.types.SpaceSequenceEditor attribute)
  - (bpy.types.SpaceView3D attribute)
- `show_gizmo_object_rotate` (bpy.types.SpaceView3D attribute)
- `show_gizmo_object_scale` (bpy.types.SpaceView3D attribute)
- `show_gizmo_object_translate` (bpy.types.SpaceView3D attribute)
- `show_gizmo_tool` (bpy.types.SpaceSequenceEditor attribute)
  - (bpy.types.SpaceView3D attribute)
- `show_gpencil` (bpy.types.DopeSheet attribute)
- `show_graph_frames` (bpy.types.SpaceClipEditor attribute)
- `show_graph_hidden` (bpy.types.SpaceClipEditor attribute)
- `show_graph_only_selected` (bpy.types.SpaceClipEditor attribute)
- `show_graph_tracks_error` (bpy.types.SpaceClipEditor attribute)
- `show_graph_tracks_motion` (bpy.types.SpaceClipEditor attribute)
- `show_green_channel` (bpy.types.SpaceClipEditor attribute)
- `show_grid` (bpy.types.SequencerTimelineOverlay attribute)
  - (bpy.types.SpaceClipEditor attribute)
- `show_grid_background` (bpy.types.SpaceImageOverlay attribute)
- `show_grid_over_image` (bpy.types.SpaceUVEditor attribute)
- `show_gridlines` (bpy.types.FluidDomainSettings attribute)
- `symbolify_strip()` (in module bpy.ops.mesh)
- `sync_mode` (bpy.types.Scene attribute)
- `syntax_builtin` (bpy.types.ThemeTextEditor attribute)
- `syntax_comment` (bpy.types.ThemeTextEditor attribute)
- `syntax_numbers` (bpy.types.ThemeTextEditor attribute)
- `syntax_preprocessor` (bpy.types.ThemeTextEditor attribute)
- `syntax_reserved` (bpy.types.ThemeTextEditor attribute)
- `syntax_special` (bpy.types.ThemeTextEditor attribute)
- `syntax_string` (bpy.types.ThemeTextEditor attribute)
- `syntax_symbols` (bpy.types.ThemeTextEditor attribute)
- `sys_particle_maximum` (bpy.types.FluidDomainSettings attribute)
- `sysinfo()` (in module bpy.ops.wm)
- `system` (bpy.types.ParticleTarget attribute)
  - (bpy.types.UnitSettings attribute)
- `system_bookmarks_active` (bpy.types.SpaceFileBrowser attribute)
- `system_folders_active` (bpy.types.SpaceFileBrowser attribute)
- `system_rotation` (bpy.types.UnitSettings attribute)
- `systems` (in module bpy.utils.units)

- `show_group_selector` (bpy.types.NodesModifier attribute)
- `show_guide_hairs` (bpy.types.ParticleSettings attribute)
- `show_hair_curves` (bpy.types.DopeSheet attribute)
- `show_hair_grid` (bpy.types.ParticleSettings attribute)
- `show_handles` (bpy.types.SpaceGraphEditor attribute)
- `show_health` (bpy.types.ParticleSettings attribute)
- `show_hidden` (bpy.types.DopeSheet attribute)
  - (bpy.types.FileSelectParams attribute)
  - (bpy.types.MovieTrackingDopesheet attribute)
- `show_hidden_files_datablocks` (bpy.types.PreferencesFilePaths attribute)
- `show_hierarchy()` (in module bpy.ops.outliner)
- `show_image_outline` (bpy.types.SequencerPreviewOverlay attribute)
- `show_in_editmode` (bpy.types.Modifier attribute)
  - (bpy.types.ShaderFx attribute)
- `show_in_front` (bpy.types.GPencilLayer attribute)
  - (bpy.types.Object attribute)
- `show_influence` (bpy.types.LightProbe attribute)
- `show_instancer_for_render` (bpy.types.Object attribute)
- `show_instancer_for_viewport` (bpy.types.Object attribute)
- `show_interpolation` (bpy.types.SpaceDopeSheetEditor attribute)
- `show_keyframe_action_all` (bpy.types.AnimVizMotionPaths attribute)
- `show_keyframe_highlight` (bpy.types.AnimVizMotionPaths attribute)
- `show_keyframe_numbers` (bpy.types.AnimVizMotionPaths attribute)
- `show_keys_from_selected_only` (bpy.types.Scene attribute)
- `show_lasso` (bpy.types.BrushGpencilSettings attribute)
- `show_lattices` (bpy.types.DopeSheet attribute)
- `show_light_colors` (bpy.types.View3DOverlay attribute)
- `show_lights` (bpy.types.DopeSheet attribute)
- `show_limits` (bpy.types.Camera attribute)
- `show_line` (bpy.types.Histogram attribute)
- `show_line_highlight` (bpy.types.SpaceTextEditor attribute)
- `show_line_numbers` (bpy.types.SpaceTextEditor attribute)
- `show_linestyles` (bpy.types.DopeSheet attribute)
- `show_local_markers` (bpy.types.SpaceNLA attribute)
- `show_locked_time` (bpy.types.Space attribute)
- `show_look_dev` (bpy.types.View3DOverlay attribute)
- `show_low_resolution` (bpy.types.Paint attribute)
- `show_margin` (bpy.types.SpaceTextEditor attribute)
- `show_marker_pattern` (bpy.types.SpaceClipEditor attribute)
- `show_marker_search` (bpy.types.SpaceClipEditor attribute)
- `show_markers` (bpy.types.SpaceDopeSheetEditor attribute)
  - (bpy.types.SpaceGraphEditor attribute)
  - (bpy.types.SpaceNLA attribute)
  - (bpy.types.SpaceSequenceEditor attribute)
- `show_mask_overlay` (bpy.types.SpaceClipEditor attribute)
  - (bpy.types.SpaceImageEditor attribute)
- `show_mask_spline` (bpy.types.SpaceClipEditor attribute)
  - (bpy.types.SpaceImageEditor attribute)
- `show_materials` (bpy.types.DopeSheet attribute)
- `show_menus` (bpy.types.Area attribute)
- `show_meshes` (bpy.types.DopeSheet attribute)
- `show_metaballs` (bpy.types.DopeSheet attribute)
- `show_metadata` (bpy.types.SequencerPreviewOverlay attribute)
  - (bpy.types.SpaceClipEditor attribute)
  - (bpy.types.SpaceUVEditor attribute)
- `show_missing_media` (bpy.types.SequenceEditor attribute)
- `show_missing_nla` (bpy.types.DopeSheet attribute)

- `show_missing_mia` (`bpy.types.DopeSheet` attribute)
- `show_mist` (`bpy.types.Camera` attribute)
- `show_mode_column` (`bpy.types.SpaceOutliner` attribute)
- `show_modified_edges` (`bpy.types.SpaceUVEditor` attribute)
- `show_modifiers` (`bpy.types.DopeSheet` attribute)
- `show_motion_paths` (`bpy.types.View3DOverlay` attribute)
- `show_movieclips` (`bpy.types.DopeSheet` attribute)
- `show_multiplane_scrape_planes_preview` (`bpy.types.Brush` attribute)
- `show_name` (`bpy.types.Camera` attribute)
  - (`bpy.types.Object` attribute)
- `show_named_attributes` (`bpy.types.SpaceNodeOverlay` attribute)
- `show_names` (`bpy.types.Armature` attribute)
  - (`bpy.types.AssetShelf` attribute)
  - (`bpy.types.SpaceClipEditor` attribute)

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