## PointCloud(ID)

```
base classes — bpy_struct, ID
class bpy.types.PointCloud(ID)
    Point cloud data-block
    animation data
        Animation data for this data-block
        TYPE:
             AnimData, (readonly)
    attributes
        Geometry attributes
        TYPE:
             AttributeGroupPointCloud bpy prop collection of Attribute, (readonly)
    color_attributes
        Geometry color attributes
        TYPE:
             AttributeGroupPointCloud bpy prop collection of Attribute, (readonly)
    materials
        TYPE:
             IDMaterials bpy_prop_collection of Material, (readonly)
    points
        TYPE:
             bpy prop collection of Point, (readonly)
    classmethod bl_rna_get_subclass(id, default=None)
        PARAMETERS:
            id (str) – The RNA type identifier.
        RETURNS:
            The RNA type or default when not found.
        RETURN TYPE:
             bpy.types.Struct subclass
    classmethod bl rna get subclass py(id, default=None)
        PARAMETERS:
            id (str) – The RNA type identifier.
        RETURNS:
            The class or default when not found.
        RETURN TYPE:
            type
```

## **Inherited Properties**

- bpy struct.id data
- ID.name
- ID.name full
- ID.id type
- ID.session\_uid
- ID.is evaluated
- ID.original
- ID.users
- ID.use fake user
- ID.use extra user
- ID.is embedded data

- ID.is\_missing
- ID.is runtime data
- ID.is editable
- ID.tag
- ID.is library indirect
- ID.library
- ID.library weak reference
- ID.asset data
- ID.override library
- ID.preview

## **Inherited Functions**

- bpy\_struct.as\_pointer
- bpy struct.driver add
- bpy struct.driver remove
- bpy struct.get
- bpy struct.id properties clear
- bpy struct.id properties ensure
- bpy struct.id properties ui
- bpy struct.is property hidden
- bpy\_struct.is\_property\_overridable\_library ID.override\_create
- bpy struct.is property readonly
- bpy struct.is property set
- bpy struct.items
- bpy struct.keyframe delete
- bpy\_struct.keyframe\_insert
- bpy struct.keys
- bpy struct.path from id
- bpy struct.path resolve
- bpy struct.pop
- bpy struct.property overridable library set ID.bl rna get subclass
- bpy struct.property\_unset

- bpy struct.type\_recast
- bpy struct.values
- ID.rename
- ID.evaluated get
- ID.copy
- ID.asset mark
- ID.asset clear
- ID.asset generate preview
- ID.override hierarchy create
- ID.user clear
- ID.user remap
- ID.make local
- ID.user\_of\_id
- ID.animation\_data\_create
- ID.animation data clear
- ID.update tag
- ID.preview ensure
- ID.bl\_rna\_get\_subclass\_py

## References

- bpy.context.pointcloud BlendDataPointClouds.new
- BlendData.pointclouds BlendDataPointClouds.remove