

Index – G

- [g](#) ([mathutils.Color](#) attribute)
- [gabor_type](#) ([bpy.types.ShaderNodeTexGabor](#) attribute)
- [gain](#) ([bpy.types.CompositorNodeChromaMatte](#) attribute)
 - ([bpy.types.CompositorNodeColorBalance](#) attribute)
 - ([bpy.types.MusgraveTexture](#) attribute)
 - ([bpy.types.StripColorBalanceData](#) attribute)
- [gamma](#) ([bpy.types.ColorManagedViewSettings](#) attribute)
 - ([bpy.types.CompositorNodeColorBalance](#) attribute)
 - ([bpy.types.CompositorNodeTonemap](#) attribute)
 - ([bpy.types.SequencerTonemapModifierData](#) attribute)
 - ([bpy.types.StripColorBalanceData](#) attribute)
- [GammaCrossStrip](#) (class in [bpy.types](#))
- [GammaCrossStrip.input_count](#) (in module [bpy.types](#))
- [gap](#) ([bpy.types.GreasePencilDashModifierSegment](#) attribute)
- [gap1](#) ([bpy.types.FreestyleLineStyle](#) attribute)
- [gap2](#) ([bpy.types.FreestyleLineStyle](#) attribute)
- [gap3](#) ([bpy.types.FreestyleLineStyle](#) attribute)
- [gap_insert\(\)](#) (in module [bpy.ops.sequencer](#))
- [gap_remove\(\)](#) (in module [bpy.ops.sequencer](#))
- [gaussian_smooth\(\)](#) (in module [bpy.ops.graph](#))
- [GaussianBlurStrip](#) (class in [bpy.types](#))
- [GaussianBlurStrip.input_count](#) (in module [bpy.types](#))
- [generate\(\)](#) ([bpy.types.KeyingSetInfo](#) method)
- [generated_color](#) ([bpy.types.Image](#) attribute)
 - ([bpy.types.UDIMTile](#) attribute)
- [generated_height](#) ([bpy.types.Image](#) attribute)
 - ([bpy.types.UDIMTile](#) attribute)
- [generated_type](#) ([bpy.types.Image](#) attribute)
 - ([bpy.types.UDIMTile](#) attribute)
- [generated_width](#) ([bpy.types.Image](#) attribute)
 - ([bpy.types.UDIMTile](#) attribute)
- [geometry_component_type](#) ([bpy.types.SpaceSpreadsheet](#) attribute)
- [geometry_mode](#) ([bpy.types.OceanModifier](#) attribute)
- [geometry_node](#) ([bpy.types.ThemeNodeEditor](#) attribute)
- [geometry_node_bake_delete_single\(\)](#) (in module [bpy.ops.object](#))
- [geometry_node_bake_pack_single\(\)](#) (in module [bpy.ops.object](#))
- [geometry_node_bake_single\(\)](#) (in module [bpy.ops.object](#))
- [geometry_node_bake_unpack_single\(\)](#) (in module [bpy.ops.object](#))
- [geometry_node_tree_copy_assign\(\)](#) (in module [bpy.ops.object](#))
- [geometry_nodes_input_attribute_toggle\(\)](#) (in module [bpy.ops.object](#))
- [geometry_nodes_move_to_nodes\(\)](#) (in module [bpy.ops.object](#))
- [geometry_nodes_tool_tree](#) ([bpy.types.SpaceNodeEditor](#) attribute)
- [geometry_nodes_type](#) ([bpy.types.SpaceNodeEditor](#) attribute)
- [geometry_randomization\(\)](#) (in module [bpy.ops.geometry](#))
- [GeometryNode](#) (class in [bpy.types](#))
- [GeometryNodeAccumulateField](#) (class in [bpy.types](#))
- [GeometryNodeAttributeDomainSize](#) (class in [bpy.types](#))
- [GeometryNodeAttributeStatistic](#) (class in [bpy.types](#))
- [GeometryNodeBake](#) (class in [bpy.types](#))
- [GeometryNodeBake.bake_items](#) (in module [bpy.types](#))
- [GeometryNodeBlurAttribute](#) (class in [bpy.types](#))
- [GeometryNodeBoundingBox](#) (class in [bpy.types](#))
- [GeometryNodeCaptureAttribute](#) (class in [bpy.types](#))
- [GetProjectedYF0D](#) (class in [freestyle.functions](#))
- [GetProjectedYF1D](#) (class in [freestyle.functions](#))
- [GetProjectedZF0D](#) (class in [freestyle.functions](#))
- [GetProjectedZF1D](#) (class in [freestyle.functions](#))
- [GetShapeF0D](#) (class in [freestyle.functions](#))
- [GetShapeF1D](#) (class in [freestyle.functions](#))
- [GetSteerableViewMapDensityF1D](#) (class in [freestyle.functions](#))
- [GetViewMapGradientNormF0D](#) (class in [freestyle.functions](#))
- [GetViewMapGradientNormF1D](#) (class in [freestyle.functions](#))
- [getVolume\(\)](#) ([aud.PlaybackManager](#) method)
- [GetXF0D](#) (class in [freestyle.functions](#))
- [GetXF1D](#) (class in [freestyle.functions](#))
- [GetYF0D](#) (class in [freestyle.functions](#))
- [GetYF1D](#) (class in [freestyle.functions](#))
- [GetZF0D](#) (class in [freestyle.functions](#))
- [GetZF1D](#) (class in [freestyle.functions](#))
- [ghost](#) ([bpy.types.MaterialGPencilStyle](#) attribute)
- [ghost_after_range](#) ([bpy.types.GreasePencilv3](#) attribute)
- [ghost_before_range](#) ([bpy.types.GreasePencilv3](#) attribute)
- [ghost_curves_clear\(\)](#) (in module [bpy.ops.graph](#))
- [ghost_curves_create\(\)](#) (in module [bpy.ops.graph](#))
- [gi_cubemap_resolution](#) ([bpy.types.SceneEevee](#) attribute)
- [gi_diffuse_bounces](#) ([bpy.types.SceneEevee](#) attribute)
- [gi_glossy_clamp](#) ([bpy.types.SceneEevee](#) attribute)
- [gi_irradiance_pool_size](#) ([bpy.types.SceneEevee](#) attribute)
- [gi_visibility_resolution](#) ([bpy.types.SceneEevee](#) attribute)
- [Gizmo](#) (class in [bpy.types](#))
- [Gizmo.group](#) (in module [bpy.types](#))
- [Gizmo.is_highlight](#) (in module [bpy.types](#))
- [Gizmo.is_modal](#) (in module [bpy.types](#))
- [Gizmo.matrix_world](#) (in module [bpy.types](#))
- [Gizmo.properties](#) (in module [bpy.types](#))
- [gizmo_a](#) ([bpy.types.ThemeUserInterface](#) attribute)
- [gizmo_b](#) ([bpy.types.ThemeUserInterface](#) attribute)
- [gizmo_group](#) (in module [bpy.context](#))
- [gizmo_group_properties\(\)](#) ([bpy.types.WorkSpaceTool](#) method)
- [gizmo_group_type_ensure\(\)](#) ([bpy.types.WindowManager](#) class method)
- [gizmo_group_type_unlink_delayed\(\)](#) ([bpy.types.WindowManager](#) class method)
- [gizmo_hi](#) ([bpy.types.ThemeUserInterface](#) attribute)
- [gizmo_primary](#) ([bpy.types.ThemeUserInterface](#) attribute)
- [gizmo_secondary](#) ([bpy.types.ThemeUserInterface](#) attribute)
- [gizmo_select\(\)](#) (in module [bpy.ops.gizmogroup](#))
- [gizmo_size](#) ([bpy.types.PreferencesView](#) attribute)
- [gizmo_size_navigate_v3d](#) ([bpy.types.PreferencesView](#) attribute)
- [gizmo_tweak\(\)](#) (in module [bpy.ops.gizmogroup](#))
- [gizmo_view_align](#) ([bpy.types.ThemeUserInterface](#) attribute)
- [GizmoGroup](#) (class in [bpy.types](#))
- [GizmoGroup.gizmos](#) (in module [bpy.types](#))
- [GizmoGroup.name](#) (in module [bpy.types](#))
- [GizmoGroupProperties](#) (class in [bpy.types](#))
- [GizmoProperties](#) (class in [bpy.types](#))

- `GeometryNodeCaptureAttribute.capture_items` (in module `bpy.types`)
- `GeometryNodeCollectionInfo` (class in `bpy.types`)
- `GeometryNodeConvexHull` (class in `bpy.types`)
- `GeometryNodeCornersOfEdge` (class in `bpy.types`)
- `GeometryNodeCornersOfFace` (class in `bpy.types`)
- `GeometryNodeCornersOfVertex` (class in `bpy.types`)
- `GeometryNodeCurveArc` (class in `bpy.types`)
- `GeometryNodeCurveEndpointSelection` (class in `bpy.types`)
- `GeometryNodeCurveHandleTypeSelection` (class in `bpy.types`)
- `GeometryNodeCurveLength` (class in `bpy.types`)
- `GeometryNodeCurveOfPoint` (class in `bpy.types`)
- `GeometryNodeCurvePrimitiveBezierSegment` (class in `bpy.types`)
- `GeometryNodeCurvePrimitiveCircle` (class in `bpy.types`)
- `GeometryNodeCurvePrimitiveLine` (class in `bpy.types`)
- `GeometryNodeCurvePrimitiveQuadrilateral` (class in `bpy.types`)
- `GeometryNodeCurveQuadraticBezier` (class in `bpy.types`)
- `GeometryNodeCurveSetHandles` (class in `bpy.types`)
- `GeometryNodeCurveSpiral` (class in `bpy.types`)
- `GeometryNodeCurveSplineType` (class in `bpy.types`)
- `GeometryNodeCurveStar` (class in `bpy.types`)
- `GeometryNodeCurvesToGreasepencil` (class in `bpy.types`)
- `GeometryNodeCurveToMesh` (class in `bpy.types`)
- `GeometryNodeCurveToPoints` (class in `bpy.types`)
- `GeometryNodeCustomGroup` (class in `bpy.types`)
- `GeometryNodeDeformCurvesOnSurface` (class in `bpy.types`)
- `GeometryNodeDeleteGeometry` (class in `bpy.types`)
- `GeometryNodeDistributePointsInGrid` (class in `bpy.types`)
- `GeometryNodeDistributePointsInVolume` (class in `bpy.types`)
- `GeometryNodeDistributePointsOnFaces` (class in `bpy.types`)
- `GeometryNodeDualMesh` (class in `bpy.types`)
- `GeometryNodeDuplicateElements` (class in `bpy.types`)
- `GeometryNodeEdgePathsToCurves` (class in `bpy.types`)
- `GeometryNodeEdgePathsToSelection` (class in `bpy.types`)
- `GeometryNodeEdgesOfCorner` (class in `bpy.types`)
- `GeometryNodeEdgesOfVertex` (class in `bpy.types`)
- `GeometryNodeEdgesToFaceGroups` (class in `bpy.types`)
- `GeometryNodeExtrudeMesh` (class in `bpy.types`)
- `GeometryNodeFaceOfCorner` (class in `bpy.types`)
- `GeometryNodeFieldAtIndex` (class in `bpy.types`)
- `GeometryNodeFieldOnDomain` (class in `bpy.types`)
- `GeometryNodeFillCurve` (class in `bpy.types`)
- `GeometryNodeFilletCurve` (class in `bpy.types`)
- `GeometryNodeFlipFaces` (class in `bpy.types`)
- `GeometryNodeForeachGeometryElementInput` (class in `bpy.types`)
- `GeometryNodeForeachGeometryElementInput.paired_output` (in module `bpy.types`)
- `GeometryNodeForeachGeometryElementOutput` (class in `bpy.types`)
- `GeometryNodeForeachGeometryElementOutput.generation_items` (in module `bpy.types`)
- `GeometryNodeForeachGeometryElementOutput.input_items` (in module `bpy.types`)
- `GeometryNodeForeachGeometryElementOutput.main_items` (in module `bpy.types`)
- `GeometryNodeGeometryToInstance` (class in `bpy.types`)
- `GeometryNodeGetNamedGrid` (class in `bpy.types`)
- `GeometryNodeGizmoDial` (class in `bpy.types`)
- `Gizmos` (class in `bpy.types`)
- `gl_clip_alpha` (`bpy.types.PreferencesSystem` attribute)
- `gl_free()` (`bpy.types.Image` method)
- `gl_load()` (`bpy.types.Image` method)
- `gl_texture_limit` (`bpy.types.PreferencesSystem` attribute)
- `gl_touch()` (`bpy.types.Image` method)
- `glare_type` (`bpy.types.CompositorNodeGlare` attribute)
- `glow_color` (`bpy.types.ShaderFxGlow` attribute)
- `GlowStrip` (class in `bpy.types`)
- `GlowStrip.input_count` (in module `bpy.types`)
- `gltf()` (in module `bpy.ops.export_scene`)
 - (in module `bpy.ops.import_scene`)
- `gltf2_action_filter_refresh()` (in module `bpy.ops.scene`)
- `gltf_settings_node_operator()` (in module `bpy.ops.node`)
- `goal_default` (`bpy.types.ClothSettings` attribute)
 - (`bpy.types.SoftBodySettings` attribute)
- `goal_friction` (`bpy.types.ClothSettings` attribute)
 - (`bpy.types.SoftBodySettings` attribute)
- `goal_max` (`bpy.types.ClothSettings` attribute)
 - (`bpy.types.SoftBodySettings` attribute)
- `goal_min` (`bpy.types.ClothSettings` attribute)
 - (`bpy.types.SoftBodySettings` attribute)
- `goal_spring` (`bpy.types.ClothSettings` attribute)
 - (`bpy.types.SoftBodySettings` attribute)
- `gopsize` (`bpy.types.FFMpegSettings` attribute)
- `gp_vertex` (`bpy.types.ThemeView3D` attribute)
- `gp_vertex_select` (`bpy.types.ThemeView3D` attribute)
- `gp_vertex_size` (`bpy.types.ThemeView3D` attribute)
- `gpencil` (in module `bpy.context`)
- `gpencil_brush_preset_add()` (in module `bpy.ops.scene`)
- `gpencil_fade_layer` (`bpy.types.View3DOverlay` attribute)
- `gpencil_fade_objects` (`bpy.types.View3DOverlay` attribute)
- `gpencil_grid_color` (`bpy.types.View3DOverlay` attribute)
- `gpencil_grid_offset` (`bpy.types.View3DOverlay` attribute)
- `gpencil_grid_opacity` (`bpy.types.View3DOverlay` attribute)
- `gpencil_grid_scale` (`bpy.types.View3DOverlay` attribute)
- `gpencil_grid_subdivisions` (`bpy.types.View3DOverlay` attribute)
- `gpencil_material_preset_add()` (in module `bpy.ops.scene`)
- `gpencil_sculpt_tool` (`bpy.types.Brush` attribute)
- `gpencil_selectmode_edit` (`bpy.types.ToolSettings` attribute)
- `gpencil_stroke_placement_view3d` (`bpy.types.ToolSettings` attribute)
- `gpencil_stroke_snap_mode` (`bpy.types.ToolSettings` attribute)
- `gpencil_surface_offset` (`bpy.types.ToolSettings` attribute)
- `gpencil_tool` (`bpy.types.Brush` attribute)
- `GPENCIL_UL_annotation_layer` (class in `bpy.types`)
- `GPENCIL_UL_layer` (class in `bpy.types`)
- `GPENCIL_UL_masks` (class in `bpy.types`)
- `GPENCIL_UL_matslots` (class in `bpy.types`)
- `gpencil_vertex_paint_opacity` (`bpy.types.View3DOverlay` attribute)
- `gpencil_vertex_tool` (`bpy.types.Brush` attribute)
- `gpencil_weight_tool` (`bpy.types.Brush` attribute)
- `GPencilFrame` (class in `bpy.types`)
- `GPencilFrame.strokes` (in module `bpy.types`)
- `GPencilFrames` (class in `bpy.types`)

- [GeometryNodeGizmoLinear](#) (class in bpy.types)
- [GeometryNodeGizmoTransform](#) (class in bpy.types)
- [GeometryNodeGreasepencilToCurves](#) (class in bpy.types)
- [GeometryNodeGridToMesh](#) (class in bpy.types)
- [GeometryNodeGroup](#) (class in bpy.types)
- [GeometryNodeImageInfo](#) (class in bpy.types)
- [GeometryNodeImageTexture](#) (class in bpy.types)
- [GeometryNodeImportOBJ](#) (class in bpy.types)
- [GeometryNodeImportPLY](#) (class in bpy.types)
- [GeometryNodeImportSTL](#) (class in bpy.types)
- [GeometryNodeIndexOfNearest](#) (class in bpy.types)
- [GeometryNodeIndexSwitch](#) (class in bpy.types)
- [GeometryNodeIndexSwitch.index_switch_items](#) (in module bpy.types)
- [GeometryNodeInputActiveCamera](#) (class in bpy.types)
- [GeometryNodeInputCollection](#) (class in bpy.types)
- [GeometryNodeInputCurveHandlePositions](#) (class in bpy.types)
- [GeometryNodeInputCurveTilt](#) (class in bpy.types)
- [GeometryNodeInputEdgeSmooth](#) (class in bpy.types)
- [GeometryNodeInputID](#) (class in bpy.types)
- [GeometryNodeInputImage](#) (class in bpy.types)
- [GeometryNodeInputIndex](#) (class in bpy.types)
- [GeometryNodeInputInstanceRotation](#) (class in bpy.types)
- [GeometryNodeInputInstanceScale](#) (class in bpy.types)
- [GeometryNodeInputMaterial](#) (class in bpy.types)
- [GeometryNodeInputMaterialIndex](#) (class in bpy.types)
- [GeometryNodeInputMeshEdgeAngle](#) (class in bpy.types)
- [GeometryNodeInputMeshEdgeNeighbors](#) (class in bpy.types)
- [GeometryNodeInputMeshEdgeVertices](#) (class in bpy.types)
- [GeometryNodeInputMeshFaceArea](#) (class in bpy.types)
- [GeometryNodeInputMeshFaceIsPlanar](#) (class in bpy.types)
- [GeometryNodeInputMeshFaceNeighbors](#) (class in bpy.types)
- [GeometryNodeInputMeshIsland](#) (class in bpy.types)
- [GeometryNodeInputMeshVertexNeighbors](#) (class in bpy.types)
- [GeometryNodeInputNamedAttribute](#) (class in bpy.types)
- [GeometryNodeInputNamedLayerSelection](#) (class in bpy.types)
- [GeometryNodeInputNormal](#) (class in bpy.types)
- [GeometryNodeInputObject](#) (class in bpy.types)
- [GeometryNodeInputPosition](#) (class in bpy.types)
- [GeometryNodeInputRadius](#) (class in bpy.types)
- [GeometryNodeInputSceneTime](#) (class in bpy.types)
- [GeometryNodeInputShadeSmooth](#) (class in bpy.types)
- [GeometryNodeInputShortestEdgePaths](#) (class in bpy.types)
- [GeometryNodeInputSplineCyclic](#) (class in bpy.types)
- [GeometryNodeInputSplineResolution](#) (class in bpy.types)
- [GeometryNodeInputTangent](#) (class in bpy.types)
- [GeometryNodeInstanceOnPoints](#) (class in bpy.types)
- [GeometryNodeInstancesToPoints](#) (class in bpy.types)
- [GeometryNodeInstanceTransform](#) (class in bpy.types)
- [GeometryNodeInterpolateCurves](#) (class in bpy.types)
- [GeometryNodeIsViewport](#) (class in bpy.types)
- [GeometryNodeJoinGeometry](#) (class in bpy.types)
- [GeometryNodeMaterialSelection](#) (class in bpy.types)
- [GeometryNodeMenuSwitch](#) (class in bpy.types)
- [GeometryNodeMenuSwitch.enum_definition](#) (in module bpy.types)
- [GeometryNodeMenuSwitch.enum_items](#) (in module bpy.types)
- [GeometryNodeMergeByDistance](#) (class in bpy.types)
- [GeometryNodeMergeLayers](#) (class in bpy.types)
- [GPencilInterpolateSettings](#) (class in bpy.types)
- [GPencilInterpolateSettings.interpolation_curve](#) (in module bpy.types)
- [GPencilLayer](#) (class in bpy.types)
- [GPencilLayer.active_frame](#) (in module bpy.types)
- [GPencilLayer.frames](#) (in module bpy.types)
- [GPencilLayer.is_ruler](#) (in module bpy.types)
- [GPencilSculptGuide](#) (class in bpy.types)
- [GPencilSculptSettings](#) (class in bpy.types)
- [GPencilSculptSettings.guide](#) (in module bpy.types)
- [GPencilSculptSettings.multiframe_falloff_curve](#) (in module bpy.types)
- [GPencilSculptSettings.thickness_primitive_curve](#) (in module bpy.types)
- [GPencilStroke](#) (class in bpy.types)
- [GPencilStroke.points](#) (in module bpy.types)
- [GPencilStrokePoint](#) (class in bpy.types)
- [GpPaint](#) (class in bpy.types)
- [GpSculptPaint](#) (class in bpy.types)
- [gpu](#)
 - [module](#)
- [gpu.capabilities](#)
 - [module](#)
- [gpu.matrix](#)
 - [module](#)
- [gpu.platform](#)
 - [module](#)
- [gpu.select](#)
 - [module](#)
- [gpu.shader](#)
 - [module](#)
- [gpu.state](#)
 - [module](#)
- [gpu.texture](#)
 - [module](#)
- [gpu.types](#)
 - [module](#)
- [gpu_backend](#) (bpy.types.PreferencesSystem attribute)
- [gpu_extras](#)
 - [module](#)
- [gpu_extras.batch](#)
 - [module](#)
- [gpu_extras.presets](#)
 - [module](#)
- [gpu_preferred_device](#) (bpy.types.PreferencesSystem attribute)
- [GPUBatch](#) (class in gpu.types)
- [GPUFrameBuffer](#) (class in gpu.types)
- [GPUFrameBuffer.bind\(\)](#) (in module gpu.types)
- [GPUFrameBuffer.read_color\(\)](#) (in module gpu.types)
- [GPUFrameBuffer.read_depth\(\)](#) (in module gpu.types)
- [GPUFrameBuffer.viewport_get\(\)](#) (in module gpu.types)
- [GPUFrameBuffer.viewport_set\(\)](#) (in module gpu.types)
- [GPUIndexBuf](#) (class in gpu.types)
- [GPUOffScreen](#) (class in gpu.types)
- [GPUOffScreen.bind\(\)](#) (in module gpu.types)
- [GPUShader](#) (class in gpu.types)
- [GPUShaderCreateInfo](#) (class in gpu.types)

- [GeometryNodeMeshBoolean](#) (class in [bpy.types](#))
- [GeometryNodeMeshCircle](#) (class in [bpy.types](#))
- [GeometryNodeMeshCone](#) (class in [bpy.types](#))
- [GeometryNodeMeshCube](#) (class in [bpy.types](#))
- [GeometryNodeMeshCylinder](#) (class in [bpy.types](#))
- [GeometryNodeMeshFaceSetBoundaries](#) (class in [bpy.types](#))
- [GeometryNodeMeshGrid](#) (class in [bpy.types](#))
- [GeometryNodeMeshIcoSphere](#) (class in [bpy.types](#))
- [GeometryNodeMeshLine](#) (class in [bpy.types](#))
- [GeometryNodeMeshToCurve](#) (class in [bpy.types](#))
- [GeometryNodeMeshToDensityGrid](#) (class in [bpy.types](#))
- [GeometryNodeMeshToPoints](#) (class in [bpy.types](#))
- [GeometryNodeMeshToSDFGrid](#) (class in [bpy.types](#))
- [GeometryNodeMeshToVolume](#) (class in [bpy.types](#))
- [GeometryNodeMeshUVSphere](#) (class in [bpy.types](#))
- [GeometryNodeObjectInfo](#) (class in [bpy.types](#))
- [GeometryNodeOffsetCornerInFace](#) (class in [bpy.types](#))
- [GeometryNodeOffsetPointInCurve](#) (class in [bpy.types](#))
- [GeometryNodePoints](#) (class in [bpy.types](#))
- [GeometryNodePointsOfCurve](#) (class in [bpy.types](#))
- [GeometryNodePointsToCurves](#) (class in [bpy.types](#))
- [GeometryNodePointsToSDFGrid](#) (class in [bpy.types](#))
- [GeometryNodePointsToVertices](#) (class in [bpy.types](#))
- [GeometryNodePointsToVolume](#) (class in [bpy.types](#))
- [GeometryNodeProximity](#) (class in [bpy.types](#))
- [GeometryNodeRaycast](#) (class in [bpy.types](#))
- [GeometryNodeRealizeInstances](#) (class in [bpy.types](#))
- [GeometryNodeRemoveAttribute](#) (class in [bpy.types](#))
- [GeometryNodeRepeatInput](#) (class in [bpy.types](#))
- [GeometryNodeRepeatInput.paired_output](#) (in module [bpy.types](#))
- [GeometryNodeRepeatOutput](#) (class in [bpy.types](#))
- [GeometryNodeRepeatOutput.repeat_items](#) (in module [bpy.types](#))
- [GeometryNodeReplaceMaterial](#) (class in [bpy.types](#))
- [GeometryNodeResampleCurve](#) (class in [bpy.types](#))
- [GeometryNodeReverseCurve](#) (class in [bpy.types](#))
- [GeometryNodeRotateInstances](#) (class in [bpy.types](#))
- [GeometryNodeSampleCurve](#) (class in [bpy.types](#))
- [GeometryNodeSampleGrid](#) (class in [bpy.types](#))
- [GeometryNodeSampleGridIndex](#) (class in [bpy.types](#))
- [GeometryNodeSampleIndex](#) (class in [bpy.types](#))
- [GeometryNodeSampleNearest](#) (class in [bpy.types](#))
- [GeometryNodeSampleNearestSurface](#) (class in [bpy.types](#))
- [GeometryNodeSampleUVSurface](#) (class in [bpy.types](#))
- [GeometryNodeScaleElements](#) (class in [bpy.types](#))
- [GeometryNodeScaleInstances](#) (class in [bpy.types](#))
- [GeometryNodeSDFGridBoolean](#) (class in [bpy.types](#))
- [GeometryNodeSelfObject](#) (class in [bpy.types](#))
- [GeometryNodeSeparateComponents](#) (class in [bpy.types](#))
- [GeometryNodeSeparateGeometry](#) (class in [bpy.types](#))
- [GeometryNodeSetCurveHandlePositions](#) (class in [bpy.types](#))
- [GeometryNodeSetCurveNormal](#) (class in [bpy.types](#))
- [GeometryNodeSetCurveRadius](#) (class in [bpy.types](#))
- [GeometryNodeSetCurveTilt](#) (class in [bpy.types](#))
- [GeometryNodeSetGeometryName](#) (class in [bpy.types](#))
- [GeometryNodeSetID](#) (class in [bpy.types](#))
- [GeometryNodeSetInstanceTransform](#) (class in [bpy.types](#))
- [GPUStageInterfaceInfo](#) (class in [gpu.types](#))
- [GPUTexture](#) (class in [gpu.types](#))
- [GPUUniformBuf](#) (class in [gpu.types](#))
- [GPUVertBuf](#) (class in [gpu.types](#))
- [GPUVertFormat](#) (class in [gpu.types](#))
- [GpVertexPaint](#) (class in [bpy.types](#))
- [GpWeightPaint](#) (class in [bpy.types](#))
- [grab_clone\(\)](#) (in module [bpy.ops.paint](#))
- [grad_spacing](#) ([bpy.types.Brush](#) attribute)
- [gradient](#) ([bpy.types.ThemeGradientColors](#) attribute)
- [gradient_fill_mode](#) ([bpy.types.Brush](#) attribute)
- [gradient_stroke_mode](#) ([bpy.types.Brush](#) attribute)
- [gradient_type](#) ([bpy.types.MaterialGPencilStyle](#) attribute)
 - ([bpy.types.ShaderNodeTexGradient](#) attribute)
- [graph_center_current_frame\(\)](#) (in module [bpy.ops.clip](#))
- [graph_delete_curve\(\)](#) (in module [bpy.ops.clip](#))
- [graph_delete_knot\(\)](#) (in module [bpy.ops.clip](#))
- [graph_disable_markers\(\)](#) (in module [bpy.ops.clip](#))
- [graph_select\(\)](#) (in module [bpy.ops.clip](#))
- [graph_select_all_markers\(\)](#) (in module [bpy.ops.clip](#))
- [graph_select_box\(\)](#) (in module [bpy.ops.clip](#))
- [graph_view_all\(\)](#) (in module [bpy.ops.clip](#))
- [gravity](#) ([bpy.types.ClothSettings](#) attribute)
 - ([bpy.types.EffectorWeights](#) attribute)
 - ([bpy.types.FluidDomainSettings](#) attribute)
 - ([bpy.types.Scene](#) attribute)
 - ([bpy.types.Sculpt](#) attribute)
 - ([bpy.types.SoftBodySettings](#) attribute)
- [gravity_factor](#) ([bpy.types.ParticleSettingsTextureSlot](#) attribute)
- [gravity_object](#) ([bpy.types.Sculpt](#) attribute)
- [grease_pencil](#) ([bpy.types.MovieClip](#) attribute)
 - ([bpy.types.MovieTrackingTrack](#) attribute)
 - ([bpy.types.NodeTree](#) attribute)
 - ([bpy.types.Scene](#) attribute)
 - ([bpy.types.SpaceImageEditor](#) attribute)
 - ([bpy.types.SpaceSequenceEditor](#) attribute)
 - (in module [bpy.context](#))
- [grease_pencil_add\(\)](#) (in module [bpy.ops.object](#))
- [grease_pencil_dash_modifier_segment_add\(\)](#) (in module [bpy.ops.object](#))
- [grease_pencil_dash_modifier_segment_move\(\)](#) (in module [bpy.ops.object](#))
- [grease_pencil_dash_modifier_segment_remove\(\)](#) (in module [bpy.ops.object](#))
- [grease_pencil_default_color](#) ([bpy.types.PreferencesEdit](#) attribute)
- [grease_pencil_eraser_radius](#) ([bpy.types.PreferencesEdit](#) attribute)
- [grease_pencil_euclidean_distance](#) ([bpy.types.PreferencesEdit](#) attribute)
- [grease_pencil_export_pdf\(\)](#) (in module [bpy.ops.wm](#))
- [grease_pencil_export_svg\(\)](#) (in module [bpy.ops.wm](#))
- [grease_pencil_import_svg\(\)](#) (in module [bpy.ops.wm](#))
- [grease_pencil_manhattan_distance](#) ([bpy.types.PreferencesEdit](#) attribute)
- [grease_pencil_time_modifier_segment_add\(\)](#) (in module [bpy.ops.object](#))

- [GeometryNodeSetMaterial](#) (class in bpy.types)
- [GeometryNodeSetMaterialIndex](#) (class in bpy.types)
- [GeometryNodeSetPointRadius](#) (class in bpy.types)
- [GeometryNodeSetPosition](#) (class in bpy.types)
- [GeometryNodeSetShadeSmooth](#) (class in bpy.types)
- [GeometryNodeSetSplineCyclic](#) (class in bpy.types)
- [GeometryNodeSetSplineResolution](#) (class in bpy.types)
- [GeometryNodeSimulationInput](#) (class in bpy.types)
- [GeometryNodeSimulationInput.paired_output](#) (in module bpy.types)
- [GeometryNodeSimulationOutput](#) (class in bpy.types)
- [GeometryNodeSimulationOutput.state_items](#) (in module bpy.types)
- [GeometryNodeSortElements](#) (class in bpy.types)
- [GeometryNodeSplineLength](#) (class in bpy.types)
- [GeometryNodeSplineParameter](#) (class in bpy.types)
- [GeometryNodeSplitEdges](#) (class in bpy.types)
- [GeometryNodeSplitToInstances](#) (class in bpy.types)
- [GeometryNodeStoreNamedAttribute](#) (class in bpy.types)
- [GeometryNodeStoreNamedGrid](#) (class in bpy.types)
- [GeometryNodeStringJoin](#) (class in bpy.types)
- [GeometryNodeStringToCurves](#) (class in bpy.types)
- [GeometryNodeSubdivideCurve](#) (class in bpy.types)
- [GeometryNodeSubdivideMesh](#) (class in bpy.types)
- [GeometryNodeSubdivisionSurface](#) (class in bpy.types)
- [GeometryNodeSwitch](#) (class in bpy.types)
- [GeometryNodeTool3DCursor](#) (class in bpy.types)
- [GeometryNodeToolActiveElement](#) (class in bpy.types)
- [GeometryNodeToolFaceSet](#) (class in bpy.types)
- [GeometryNodeToolMousePosition](#) (class in bpy.types)
- [GeometryNodeToolSelection](#) (class in bpy.types)
- [GeometryNodeToolSetFaceSet](#) (class in bpy.types)
- [GeometryNodeToolSetSelection](#) (class in bpy.types)
- [GeometryNodeTransform](#) (class in bpy.types)
- [GeometryNodeTranslateInstances](#) (class in bpy.types)
- [GeometryNodeTree](#) (class in bpy.types)
- [GeometryNodeTriangulate](#) (class in bpy.types)
- [GeometryNodeTrimCurve](#) (class in bpy.types)
- [GeometryNodeUVPackIslands](#) (class in bpy.types)
- [GeometryNodeUVUnwrap](#) (class in bpy.types)
- [GeometryNodeVertexOfCorner](#) (class in bpy.types)
- [GeometryNodeViewer](#) (class in bpy.types)
- [GeometryNodeViewportTransform](#) (class in bpy.types)
- [GeometryNodeVolumeCube](#) (class in bpy.types)
- [GeometryNodeVolumeToMesh](#) (class in bpy.types)
- [GeometryNodeWarning](#) (class in bpy.types)
- [get\(\)](#) (bmesh.types.BMDeformVert method)
 - (bmesh.types.BMEdgeSeq method)
 - (bmesh.types.BMFaceSeq method)
 - (bmesh.types.BMLayerCollection method)
 - (bpy.types.bpy_prop_collection method)
 - (bpy.types.bpy_struct method)
 - (bpy.types.UDIMTiles method)
 - (idprop.types.IDPropertyGroup method)
- [get_active_asset\(\)](#) (bpy.types.AssetShelf class method)
- [get_all_referenced_ids\(\)](#) (in module bpy_extras.id_map_utils)
- [get_attribute_real\(\)](#) (freestyle.types.StrokeAttribute method)
- [get_attribute_vec2\(\)](#) (freestyle.types.StrokeAttribute method)
- [get_attribute_vec3\(\)](#) (freestyle.types.StrokeAttribute method)
- [bpy.ops.object](#)
- [grease_pencil_time_modifier_segment_move\(\)](#) (in module bpy.ops.object)
- [grease_pencil_time_modifier_segment_remove\(\)](#) (in module bpy.ops.object)
- [GREASE_PENCIL_UL_attributes](#) (class in bpy.types)
- [GREASE_PENCIL_UL_masks](#) (class in bpy.types)
- [GreasPencil](#) (class in bpy.types)
- [GreasPencil.animation_data](#) (in module bpy.types)
- [GreasPencil.layers](#) (in module bpy.types)
- [GreasPencilArmatureModifier](#) (class in bpy.types)
- [GreasPencilArrayModifier](#) (class in bpy.types)
- [GreasPencilBuildModifier](#) (class in bpy.types)
- [GreasPencilColorModifier](#) (class in bpy.types)
- [GreasPencilColorModifier.custom_curve](#) (in module bpy.types)
- [GreasPencilDashModifierData](#) (class in bpy.types)
- [GreasPencilDashModifierData.segments](#) (in module bpy.types)
- [GreasPencilDashModifierSegment](#) (class in bpy.types)
- [GreasPencilDrawing](#) (class in bpy.types)
- [GreasPencilDrawing.attributes](#) (in module bpy.types)
- [GreasPencilDrawing.color_attributes](#) (in module bpy.types)
- [GreasPencilDrawing.curve_offsets](#) (in module bpy.types)
- [GreasPencilDrawing.strokes](#) (in module bpy.types)
- [GreasPencilDrawing.type](#) (in module bpy.types)
- [GreasPencilDrawing.user_count](#) (in module bpy.types)
- [GreasPencilEnvelopeModifier](#) (class in bpy.types)
- [GreasPencilFrame](#) (class in bpy.types)
- [GreasPencilFrame.frame_number](#) (in module bpy.types)
- [GreasPencilFrames](#) (class in bpy.types)
- [GreasPencilHookModifier](#) (class in bpy.types)
- [GreasPencilHookModifier.custom_curve](#) (in module bpy.types)
- [GreasPencilLatticeModifier](#) (class in bpy.types)
- [GreasPencilLayer](#) (class in bpy.types)
- [GreasPencilLayer.frames](#) (in module bpy.types)
- [GreasPencilLayer.mask_layers](#) (in module bpy.types)
- [GreasPencilLayer.matrix_local](#) (in module bpy.types)
- [GreasPencilLayer.matrix_parent_inverse](#) (in module bpy.types)
- [GreasPencilLayer.parent_group](#) (in module bpy.types)
- [GreasPencilLayerGroup](#) (class in bpy.types)
- [GreasPencilLayerGroup.parent_group](#) (in module bpy.types)
- [GreasPencilLayerMask](#) (class in bpy.types)
- [GreasPencilLayerMasks](#) (class in bpy.types)
- [GreasPencilLayers](#) (class in bpy.types)
- [GreasPencilLengthModifier](#) (class in bpy.types)
- [GreasPencilLineartModifier](#) (class in bpy.types)
- [GreasPencilMirrorModifier](#) (class in bpy.types)
- [GreasPencilMultiplyModifier](#) (class in bpy.types)
- [GreasPencilNoiseModifier](#) (class in bpy.types)
- [GreasPencilNoiseModifier.custom_curve](#) (in module bpy.types)
- [GreasPencilOffsetModifier](#) (class in bpy.types)
- [GreasPencilOpacityModifier](#) (class in bpy.types)
- [GreasPencilOpacityModifier.custom_curve](#) (in module bpy.types)
- [GreasPencilOutlineModifier](#) (class in bpy.types)

- `get_canvas_height()` (in module `freestyle.utils.ContextFunctions`)
- `get_canvas_width()` (in module `freestyle.utils.ContextFunctions`)
- `get_chain_from_index()` (`freestyle.types.Operators` static method)
- `get_chain_length()` (in module `freestyle.utils`)
- `get_chains_size()` (`freestyle.types.Operators` static method)
- `get_closest_fedge()` (`freestyle.types.ViewMap` method)
- `get_closest_viewedge()` (`freestyle.types.ViewMap` method)
- `get_fedge()` (`freestyle.types.Interface0D` method)
- `get_frame_at()` (`bpy.types.GreasePencilLayer` method)
- `get_from_context()` (`bpy.types.NodeTree` class method)
- `get_id_reference_map()` (in module `bpy_extras.id_map_utils`)
- `get_mate()` (`freestyle.types.TVertex` method)
- `get_model_view_matrix()` (in module `gpu.matrix`)
- `get_normal_matrix()` (in module `gpu.matrix`)
- `get_object_name()` (in module `freestyle.utils`)
- `get_output_node()` (`bpy.types.ShaderNodeTree` method)
- `get_preview_pixel_size()` (`bpy.types.RenderEngine` method)
- `get_projection_matrix()` (in module `gpu.matrix`)
- `get_render_settings()` (`bpy.types.HydraRenderEngine` method)
- `get_result()` (`bpy.types.RenderEngine` method)
- `get_selected_fedge()` (in module `freestyle.utils.ContextFunctions`)
- `get_shelf_name_from_context()` (`bpy.types.IMAGE_AST_brush_paint` static method)
 - (`bpy.types.VIEW3D_AST_brush_gpencil_paint` static method)
 - (`bpy.types.VIEW3D_AST_brush_gpencil_sculpt` static method)
 - (`bpy.types.VIEW3D_AST_brush_gpencil_vertex` static method)
 - (`bpy.types.VIEW3D_AST_brush_gpencil_weight` static method)
 - (`bpy.types.VIEW3D_AST_brush_sculpt` static method)
 - (`bpy.types.VIEW3D_AST_brush_sculpt_curves` static method)
 - (`bpy.types.VIEW3D_AST_brush_texture_paint` static method)
 - (`bpy.types.VIEW3D_AST_brush_vertex_paint` static method)
 - (`bpy.types.VIEW3D_AST_brush_weight_paint` static method)
- `get_stroke_from_index()` (`freestyle.types.Operators` static method)
- `get_strokes()` (in module `freestyle.utils`)
- `get_strokes_size()` (`freestyle.types.Operators` static method)
- `get_svertex()` (`freestyle.types.TVertex` method)
- `get_test_stroke()` (in module `freestyle.utils`)
- `get_time_stamp()` (in module `freestyle.utils.ContextFunctions`)
- `get_view_edges_size()` (`freestyle.types.Operators` static method)
- `get_viewedge_from_index()` (`freestyle.types.Operators` static method)
- `GetCompleteViewMapDensityF1D` (class in `freestyle.functions`)
- `GetCurrentScene()` (in module `freestyle.utils`)
- `GetCurvilinearAbcissaF0D` (class in `freestyle.functions`)
- `GetDirectionalViewMapDensityF1D` (class in `freestyle.functions`)
- `GetOccludeeF0D` (class in `freestyle.functions`)
- `GetOccludeeF1D` (class in `freestyle.functions`)
- `GetOccludersF0D` (class in `freestyle.functions`)
- `GetOccludersF1D` (class in `freestyle.functions`)
- `GetParameterF0D` (class in `freestyle.functions`)
- `GetProjectedXF0D` (class in `freestyle.functions`)
- `GetProjectedXF1D` (class in `freestyle.functions`)
- `GreasePencilShrinkwrapModifier` (class in `bpy.types`)
- `GreasePencilSimplifyModifier` (class in `bpy.types`)
- `GreasePencilSmoothModifier` (class in `bpy.types`)
- `GreasePencilSmoothModifier.custom_curve` (in module `bpy.types`)
- `GreasePencilSubdivModifier` (class in `bpy.types`)
- `GreasePencilTextureModifier` (class in `bpy.types`)
- `GreasePencilThickModifierData` (class in `bpy.types`)
- `GreasePencilThickModifierData.custom_curve` (in module `bpy.types`)
- `GreasePencilTimeModifier` (class in `bpy.types`)
- `GreasePencilTimeModifier.segments` (in module `bpy.types`)
- `GreasePencilTimeModifierSegment` (class in `bpy.types`)
- `GreasePencilTintModifier` (class in `bpy.types`)
- `GreasePencilTintModifier.color_ramp` (in module `bpy.types`)
- `GreasePencilTintModifier.custom_curve` (in module `bpy.types`)
- `GreasePencilv3` (class in `bpy.types`)
- `GreasePencilv3.animation_data` (in module `bpy.types`)
- `GreasePencilv3.attributes` (in module `bpy.types`)
- `GreasePencilv3.color_attributes` (in module `bpy.types`)
- `GreasePencilv3.layer_groups` (in module `bpy.types`)
- `GreasePencilv3.layers` (in module `bpy.types`)
- `GreasePencilv3.materials` (in module `bpy.types`)
- `GreasePencilv3LayerGroup` (class in `bpy.types`)
- `GreasePencilv3Layers` (class in `bpy.types`)
- `GreasePencilWeightAngleModifier` (class in `bpy.types`)
- `GreasePencilWeightProximityModifier` (class in `bpy.types`)
- `green` (`bpy.types.CompositorNodeColorCorrection` attribute)
- `grid` (`bpy.types.ThemeClipEditor` attribute)
 - (`bpy.types.ThemeDopeSheet` attribute)
 - (`bpy.types.ThemeGraphEditor` attribute)
 - (`bpy.types.ThemeImageEditor` attribute)
 - (`bpy.types.ThemeNLAEEditor` attribute)
 - (`bpy.types.ThemeNodeEditor` attribute)
 - (`bpy.types.ThemeSequenceEditor` attribute)
 - (`bpy.types.ThemeView3D` attribute)
- `grid_fill()` (in module `bmesh.ops`)
- `grid_flow()` (`bpy.types.UILayout` method)
- `grid_levels` (`bpy.types.ThemeNodeEditor` attribute)
- `grid_lines` (`bpy.types.View3DOverlay` attribute)
- `grid_name` (`bpy.types.VolumeToMeshModifier` attribute)
- `grid_random` (`bpy.types.ParticleSettings` attribute)
- `grid_resolution` (`bpy.types.ParticleSettings` attribute)
- `grid_scale` (`bpy.types.View3DOverlay` attribute)
- `grid_shape_source` (`bpy.types.SpaceUVEditor` attribute)
- `grid_subdivisions` (`bpy.types.View3DOverlay` attribute)
- `gridlines_cell_filter` (`bpy.types.FluidDomainSettings` attribute)
- `gridlines_color_field` (`bpy.types.FluidDomainSettings` attribute)
- `gridlines_lower_bound` (`bpy.types.FluidDomainSettings` attribute)
- `gridlines_range_color` (`bpy.types.FluidDomainSettings` attribute)
- `gridlines_upper_bound` (`bpy.types.FluidDomainSettings` attribute)
- `ground_albedo` (`bpy.types.ShaderNodeTexSky` attribute)
- `group` (`bpy.types.FCurve` attribute)
 - (`bpy.types.KeyingSetPath` attribute)

- [group_edit\(\)](#) (in module bpy.ops.node)
- [group_insert\(\)](#) (in module bpy.ops.node)
- [group_make\(\)](#) (in module bpy.ops.node)
- [group_method](#) (bpy.types.KeyingSetPath attribute)
- [group_node](#) (bpy.types.ThemeNodeEditor attribute)
- [group_separate\(\)](#) (in module bpy.ops.node)
- [group_socket_node](#) (bpy.types.ThemeNodeEditor attribute)
- [group_ungroup\(\)](#) (in module bpy.ops.node)
- [GroupNodeViewerPathElem](#) (class in bpy.types)
- [gtao_distance](#) (bpy.types.SceneEevee attribute)
- [gtao_quality](#) (bpy.types.SceneEevee attribute)
- [guide_alpha](#) (bpy.types.FluidDomainSettings attribute)
- [guide_beta](#) (bpy.types.FluidDomainSettings attribute)
- [guide_clump_amount](#) (bpy.types.FieldSettings attribute)
- [guide_clump_shape](#) (bpy.types.FieldSettings attribute)
- [guide_free](#) (bpy.types.FieldSettings attribute)
- [guide_kink_amplitude](#) (bpy.types.FieldSettings attribute)
- [guide_kink_axis](#) (bpy.types.FieldSettings attribute)
- [guide_kink_frequency](#) (bpy.types.FieldSettings attribute)
- [guide_kink_shape](#) (bpy.types.FieldSettings attribute)
- [guide_kink_type](#) (bpy.types.FieldSettings attribute)
- [guide_minimum](#) (bpy.types.FieldSettings attribute)
- [guide_mode](#) (bpy.types.FluidEffectorSettings attribute)
- [guide_parent](#) (bpy.types.FluidDomainSettings attribute)
- [guide_source](#) (bpy.types.FluidDomainSettings attribute)
- [guide_vel_factor](#) (bpy.types.FluidDomainSettings attribute)
- [GuidingLinesShader](#) (class in freestyle.shaders)