ShaderNodeAmbientOcclusion(ShaderNode)

base classes — `bpy_struct`, `Node`, `NodeInternal`, `ShaderNode`

class bpy.types.**ShaderNodeAmbientOcclusion(ShaderNode)**

Compute how much the hemisphere above the shading point is occluded, for example to add weathering effects to corners. Note: For Cycles, this may slow down renders significantly

> **inside**
>
> Trace rays towards the inside of the object
>
> **TYPE:**
>
> boolean, default False

> **only_local**
>
> Only consider the object itself when computing AO
>
> **TYPE:**
>
> boolean, default False

> **samples**
>
> Number of rays to trace per shader evaluation
>
> **TYPE:**
>
> int in [1, 128], default 0

> **classmethod is_registered_node_type()**
>
> True if a registered node type
>
> **RETURNS:**
>
> Result
>
> **RETURN TYPE:**
>
> boolean

> **classmethod input_template(index)**
>
> Input socket template
>
> **PARAMETERS:**
>
> **index** (*int in [0, inf]*) – Index
>
> **RETURNS:**
>
> result
>
> **RETURN TYPE:**
>
> `NodeInternalSocketTemplate`

> **classmethod output_template(index)**
>
> Output socket template
>
> **PARAMETERS:**
>
> **index** (*int in [0, inf]*) – Index
>
> **RETURNS:**
>
> result
>
> **RETURN TYPE:**
>
> `NodeInternalSocketTemplate`

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`
- `Node.type`
- `Node.location`
- `Node.location_absolute`
- `Node.width`
- `Node.height`
- `Node.dimensions`
- `Node.name`
- `Node.label`
- `Node.inputs`
- `Node.outputs`
- `Node.internal_links`
- `Node.parent`
- `Node.warning_propagation`
- `Node.use_custom_color`
- `Node.color`
- `Node.color_tag`
- `Node.select`
- `Node.show_options`
- `Node.show_preview`
- `Node.hide`
- `Node.mute`
- `Node.show_texture`
- `Node.bl_idname`
- `Node.bl_label`
- `Node.bl_description`
- `Node.bl_icon`
- `Node.bl_static_type`
- `Node.bl_width_default`
- `Node.bl_width_min`
- `Node.bl_width_max`
- `Node.bl_height_default`
- `Node.bl_height_min`
- `Node.bl_height_max`

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`
- `Node.poll_instance`
- `Node.update`
- `Node.insert_link`
- `Node.init`
- `Node.copy`
- `Node.free`
- `Node.draw_buttons`
- `Node.draw_buttons_ext`

- bpy_struct.is_property_overridable_library
- bpy_struct.is_property_readonly
- bpy_struct.is_property_set
- bpy_struct.items
- bpy_struct.keyframe_delete
- bpy_struct.keyframe_insert
- bpy_struct.keys
- bpy_struct.path_from_id
- bpy_struct.path_resolve
- bpy_struct.pop
- bpy_struct.property_overridable_library_set
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values
- Node.socket_value_update
- Node.is_registered_node_type
- Node.poll

- Node.draw_buttons_ext
- Node.draw_label
- Node.debug_zone_body_lazy_function_graph
- Node.debug_zone_lazy_function_graph
- Node.poll
- Node.bl_rna_get_subclass
- Node.bl_rna_get_subclass_py
- NodeInternal.poll
- NodeInternal.poll_instance
- NodeInternal.update
- NodeInternal.draw_buttons
- NodeInternal.draw_buttons_ext
- NodeInternal.bl_rna_get_subclass
- NodeInternal.bl_rna_get_subclass_py
- ShaderNode.poll
- ShaderNode.bl_rna_get_subclass
- ShaderNode.bl_rna_get_subclass_py

Previous
ShaderNodeAddShader(ShaderNode)

Report issue on this page

Copyright © Blender Authors
Made with Furo

Ne
ShaderNodeAttribute(ShaderNod