ShaderNodeFresnel(ShaderNode)

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

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

Produce a blending factor depending on the angle between the surface normal and the view direction using Fresnel equations. Typically used for mixing reflections at grazing angles

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

- `Node.is_registered_node_type`
- `Node.poll`

- `ShaderNode.bl_rna_get_subclass_py`