ColorMapping(bpy_struct)

base class — `bpy_struct`

class bpy.types.**ColorMapping(bpy_struct)**

Color mapping settings

blend_color

Blend color to mix with texture output color

TYPE:

`mathutils.Color` of 3 items in [0, inf], default (0.0, 0.0, 0.0)

blend_factor

TYPE:

float in [-inf, inf], default 0.0

blend_type

Mode used to mix with texture output color

TYPE:

enum in ['MIX', 'DARKEN', 'MULTIPLY', 'LIGHTEN', 'SCREEN', 'ADD', 'OVERLAY', 'SOFT_LIGHT', 'LINEAR_LIGHT', 'DIFFERENCE', 'SUBTRACT', 'DIVIDE', 'HUE', 'SATURATION', 'COLOR', 'VALUE'], default 'MIX'

brightness

Adjust the brightness of the texture

TYPE:

float in [0, 2], default 0.0

color_ramp

TYPE:

`ColorRamp`, (readonly)

contrast

Adjust the contrast of the texture

TYPE:

float in [0, 5], default 0.0

saturation

Adjust the saturation of colors in the texture

TYPE:

float in [0, 2], default 0.0

use_color_ramp

Toggle color ramp operations

TYPE:

boolean, default False

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`

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`

References

- `ShaderNodeTexBrick.color_mapping`
- `ShaderNodeTexChecker.color_mapping`
- `ShaderNodeTexEnvironment.color_mapping`
- `ShaderNodeTexGabor.color_mapping`
- `ShaderNodeTexGradient.color_mapping`
- `ShaderNodeTexImage.color_mapping`
- `ShaderNodeTexMagic.color_mapping`
- `ShaderNodeTexNoise.color_mapping`
- `ShaderNodeTexSky.color_mapping`
- `ShaderNodeTexVoronoi.color_mapping`
- `ShaderNodeTexWave.color_mapping`