Light(ID)

base classes — `bpy_struct`, `ID`

subclasses — `AreaLight`, `PointLight`, `SpotLight`, `SunLight`

class bpy.types.**Light(ID)**

Light data-block for lighting a scene

animation_data

Animation data for this data-block

TYPE:

`AnimData`, (readonly)

color

Light color

TYPE:

`mathutils.Color` of 3 items in [0, inf], default (1.0, 1.0, 1.0)

cutoff_distance

Distance at which the light influence will be set to 0

TYPE:

float in [0, inf], default 40.0

cycles

Cycles light settings

TYPE:

`CyclesLightSettings`, (readonly)

diffuse_factor

Diffuse reflection multiplier

TYPE:

float in [0, inf], default 1.0

node_tree

Node tree for node based lights

TYPE:

`NodeTree`, (readonly)

specular_factor

Specular reflection multiplier

TYPE:

float in [0, inf], default 1.0

transmission_factor

Transmission light multiplier

TYPE:

float in [0, inf], default 1.0

type

Type of light

> **TYPE:**
>> enum in Light Type Items, default 'POINT'

use_custom_distance

Use custom attenuation distance instead of global light threshold

> **TYPE:**
>> boolean, default False

use_nodes

Use shader nodes to render the light

> **TYPE:**
>> boolean, default False

use_shadow

> **TYPE:**
>> boolean, default True

volume_factor

Volume light multiplier

> **TYPE:**
>> float in [0, inf], default 1.0

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.is_missing
- ID.is_runtime_data
- ID.is_editable
- ID.tag
- ID.is_library_indirect

- ID.original
- ID.users
- ID.use_fake_user
- ID.use_extra_user
- ID.is_embedded_data
- 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
- 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
- ID.rename
- ID.evaluated_get
- ID.copy
- ID.asset_mark
- ID.asset_clear
- ID.asset_generate_preview
- ID.override_create
- 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
- ID.bl_rna_get_subclass_py

References

- bpy.context.light
- BlendData.lights
- BlendDataLights.new
- BlendDataLights.remove

Report issue on this page