

Render Operators

`bpy.ops.render.color_management_white_balance_preset_add(*, name="", remove_name=False, remove_active=False)`

Add or remove a white balance preset

PARAMETERS:

- **name** (*string, (optional, never None)*) – Name, Name of the preset, used to make the path name
- **remove_name** (*boolean, (optional)*) – remove_name
- **remove_active** (*boolean, (optional)*) – remove_active

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`bpy.ops.render.cycles_integrator_preset_add(*, name="", remove_name=False, remove_active=False)`

Add an Integrator Preset

PARAMETERS:

- **name** (*string, (optional, never None)*) – Name, Name of the preset, used to make the path name
- **remove_name** (*boolean, (optional)*) – remove_name
- **remove_active** (*boolean, (optional)*) – remove_active

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`bpy.ops.render.cycles_performance_preset_add(*, name="", remove_name=False, remove_active=False)`

Add an Performance Preset

PARAMETERS:

- **name** (*string, (optional, never None)*) – Name, Name of the preset, used to make the path name
- **remove_name** (*boolean, (optional)*) – remove_name
- **remove_active** (*boolean, (optional)*) – remove_active

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`bpy.ops.render.cycles_sampling_preset_add(*, name="", remove_name=False, remove_active=False)`

Add a Sampling Preset

PARAMETERS:

- **name** (*string, (optional, never None)*) – Name, Name of the preset, used to make the path name
- **remove_name** (*boolean, (optional)*) – remove_name
- **remove_active** (*boolean, (optional)*) – remove_active

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`bpy.ops.render.cycles_viewport_sampling_preset_add(*, name="", remove_name=False, remove_active=False)`

Add a Viewport Sampling Preset

PARAMETERS:

- **name** (*string, (optional, never None)*) – Name, Name of the preset, used to make the path name
- **remove_name** (*boolean, (optional)*) – remove_name
- **remove_active** (*boolean, (optional)*) – remove_active

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`bpy.ops.render.eevee_raytracing_preset_add(*, name="", remove_name=False, remove_active=False)`

Add or remove an EEVEE ray-tracing preset

PARAMETERS:

- **name** (*string, (optional, never None)*) – Name, Name of the preset, used to make the path name
- **remove_name** (*boolean, (optional)*) – remove_name
- **remove_active** (*boolean, (optional)*) – remove_active

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`bpy.ops.render.opengl(*, animation=False, render_keyed_only=False, sequencer=False, write_still=False, view_context=True)`

Take a snapshot of the active viewport

PARAMETERS:

- **animation** (*boolean, (optional)*) – Animation, Render files from the animation range of this scene
- **render_keyed_only** (*boolean, (optional)*) – Render Keyframes Only, Render only those frames where selected objects have a key in their animation data. Only used when rendering animation
- **sequencer** (*boolean, (optional)*) – Sequencer, Render using the sequencer's OpenGL display
- **write_still** (*boolean, (optional)*) – Write Image, Save the rendered image to the output path (used only when animation is disabled)
- **view_context** (*boolean, (optional)*) – View Context, Use the current 3D view for rendering, else use scene settings

`bpy.ops.render.play_rendered_anim()`

Play back rendered frames/movies using an external player

FILE:

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`bpy.ops.render.preset_add(*, name="", remove_name=False, remove_active=False)`

Add or remove a Render Preset

PARAMETERS:

- **name** (*string, (optional, never None)*) – Name, Name of the preset, used to make the path name
- **remove_name** (*boolean, (optional)*) – remove_name
- **remove_active** (*boolean, (optional)*) – remove_active

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`bpy.ops.render.render(*, animation=False, write_still=False, use_viewport=False, layer="", scene="")`

Render active scene

PARAMETERS:

- **animation** (*boolean, (optional)*) – Animation, Render files from the animation range of this scene
- **write_still** (*boolean, (optional)*) – Write Image, Save the rendered image to the output path (used only when animation is disabled)
- **use_viewport** (*boolean, (optional)*) – Use 3D Viewport, When inside a 3D viewport, use layers and camera of the viewport
- **layer** (*string, (optional, never None)*) – Render Layer, Single render layer to re-render (used only when animation is disabled)
- **scene** (*string, (optional, never None)*) – Scene, Scene to render, current scene if not specified

`bpy.ops.render.shutter_curve_preset(*, shape='SMOOTH')`

Set shutter curve

PARAMETERS:

shape (*enum in ['SHARP', 'SMOOTH', 'MAX', 'LINE', 'ROUND', 'ROOT'], (optional)*) – Mode

`bpy.ops.render.view_cancel()`

Cancel show render view

`bpy.ops.render.view_show()`

Toggle show render view

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