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ImageFormatSettings(bpy_struct)

base class — [bpy_struct](#)

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

Settings for image formats

cineon_black

Log conversion reference blackpoint

TYPE:

int in [0, 1024], default 0

cineon_gamma

Log conversion gamma

TYPE:

float in [0, 10], default 0.0

cineon_white

Log conversion reference whitepoint

TYPE:

int in [0, 1024], default 0

color_depth

Bit depth per channel

TYPE:

enum in [Image Color Depth Items](#), default '8'

color_management

Which color management settings to use for file saving

TYPE:

enum in ['FOLLOW_SCENE', 'OVERRIDE'], default 'FOLLOW_SCENE'

color_mode

Choose BW for saving grayscale images, RGB for saving red, green and blue channels, and RGBA for saving red, green, blue and alpha channels

TYPE:

enum in [Image Color Mode Items](#), default 'BW'

compression

Amount of time to determine best compression: 0 = no compression with fast file output, 100 = maximum lossless compression with slow file output

TYPE:

int in [0, 100], default 15

display_settings

Settings of device saved image would be displayed on

TYPE:

[ColorManagedDisplaySettings](#) , (readonly)

exr_codec

Compression codec settings for OpenEXR

TYPE:

enum in [Exr Codec Items](#), default 'NONE'

file_format

File format to save the rendered images as

TYPE:

enum in [Image Type Items](#), default 'PNG'

has_linear_colorspace

File format expects linear color space

TYPE:

boolean, default False, (readonly)

jpeg2k_codec

Codec settings for JPEG 2000

TYPE:

enum in ['JP2', 'J2K'], default 'JP2'

linear_colorspace_settings

Output color space settings

TYPE:

[ColorManagedInputColorspaceSettings](#), (readonly)

quality

Quality for image formats that support lossy compression

TYPE:

int in [0, 100], default 90

stereo_3d_format

Settings for stereo 3D

TYPE:

[Stereo3dFormat](#), (readonly, never None)

tiff_codec

Compression mode for TIFF

TYPE:

enum in ['NONE', 'DEFLATE', 'LZW', 'PACKBITS'], default 'DEFLATE'

use_cineon_log

Convert to logarithmic color space

TYPE:

boolean, default False

use_jpeg2k_cinema_48

Use OpenJPEG Cinema Preset (48fps)

2/2/2013

TYPE:

boolean, default False

use_jpeg2k_cinema_preset

Use OpenJPEG Cinema Preset

TYPE:

boolean, default False

use_jpeg2k_ycc

Save luminance-chrominance-chrominance channels instead of RGB colors

TYPE:

boolean, default False

use_preview

When rendering animations, save JPG preview images in same directory

TYPE:

boolean, default False

view_settings

Color management settings applied on image before saving

TYPE:

[ColorManagedViewSettings](#) , (readonly)

views_format

Format of multiview media

TYPE:

enum in [Views Format Multiview Items](#), default 'INDIVIDUAL'

classmethod bl_ma_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_ma_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

- `CompositorNodeOutputFile.format`
- `RenderSettings.image_settings`
- `NodeOutputFileSlotFile.format`
- `UILayout.template_image_settings`
- `BakeSettings.image_settings`
- `UILayout.template_image_views`