

[Skip to content](#)

# Image Buffer Types (imbuf.types)

This module provides access to image buffer types.

## Note

Image buffer is also the structure used by `bpy.types.Image` ID type to store and manipulate image data at runtime.

**class** `imbuf.types.ImBuf`

**copy()**

### RETURNS:

A copy of the image.

### RETURN TYPE:

`ImBuf`

**crop(min, max)**

Crop the image.

### PARAMETERS:

- **min** (*tuple[int, int]*) – X, Y minimum
- **max** (*tuple[int, int]*) – X, Y maximum

**free()**

Clear image data immediately (causing an error on re-use).

**resize(size, method='FAST')**

Resize the image.

### PARAMETERS:

- **size** (*tuple[int, int]*) – New size.
- **method** (*str*) – Method of resizing ('FAST', 'BILINEAR')

**channels**

Number of bit-planes.

### TYPE:

`int`

**filepath**

filepath associated with this image.

### TYPE:

`str`

**planes**

Number of bits associated with this image.

### TYPE:

`int`

**ppm**

pixels per meter.

### TYPE:

`pair of floats`

pair of floats

**size**

size of the image in pixels.

**TYPE:**

pair of ints

[Previous](#)

[Image Buffer \(imbuf\)](#)

[Report issue on this page](#)

Copyright © Blender Authors

Made with [Furo](#)

[Next](#)  
[Math Types & Utilities \(mathutils\)](#)