ShaderNodeTexVoronoi(ShaderNode)

base classes — bpy_struct, Node, NodeInternal, ShaderNode

class bpy.types.**ShaderNodeTexVoronoi(ShaderNode)**

Generate Worley noise based on the distance to random points. Typically used to generate textures such as stones, water, or biological cells

color_mapping

Color mapping settings

TYPE:

ColorMapping, (readonly, never None)

distance

The distance metric used to compute the texture

- EUCLIDEAN Euclidean – Euclidean distance.
- MANHATTAN Manhattan – Manhattan distance.
- CHEBYCHEV Chebychev – Chebychev distance.
- MINKOWSKI Minkowski – Minkowski distance.

TYPE:

enum in ['EUCLIDEAN', 'MANHATTAN', 'CHEBYCHEV', 'MINKOWSKI'], default 'EUCLIDEAN'

feature

The Voronoi feature that the node will compute

- F1 F1 – Computes the distance to the closest point as well as its position and color.
- F2 F2 – Computes the distance to the second closest point as well as its position and color.
- SMOOTH_F1 Smooth F1 – Smoothed version of F1. Weighted sum of neighbor voronoi cells..
- DISTANCE_TO_EDGE Distance to Edge – Computes the distance to the edge of the voronoi cell.
- N_SPHERE_RADIUS N-Sphere Radius – Computes the radius of the n-sphere inscribed in the voronoi cell.

TYPE:

enum in ['F1', 'F2', 'SMOOTH_F1', 'DISTANCE_TO_EDGE', 'N_SPHERE_RADIUS'], default 'F1'

normalize

Normalize output Distance to 0.0 to 1.0 range

TYPE:

boolean, default False

texture_mapping

Texture coordinate mapping settings

TYPE:

TexMapping, (readonly, never None)

voronoi_dimensions

Number of dimensions to output noise for

- 1D 1D – Use the scalar value W as input.
- 2D 2D – Use the 2D vector (X, Y) as input. The Z component is ignored..
- 3D 3D – Use the 3D vector (X, Y, Z) as input.
- 4D 4D – Use the 4D vector (X, Y, Z, W) as input.

TYPE:
enum in [‘1D’, ‘2D’, ‘3D’, ‘4D’], default ‘1D’

classmethod is_registered_node_type()

True if a registered node type

RETURNS:
Result

RETURN TYPE:
boolean

classmethod input_template(index)

Input socket template

PARAMETERS:
index (*int in [0, inf]*) – Index

RETURNS:
result

RETURN TYPE:
`NodeInternalSocketTemplate`

classmethod output_template(index)

Output socket template

PARAMETERS:
index (*int in [0, inf]*) – Index

RETURNS:
result

RETURN TYPE:
`NodeInternalSocketTemplate`

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
- Node.select

- bpy_struct.id_data
- Node.type
- Node.location
- Node.location_absolute
- Node.width
- Node.height
- Node.dimensions
- Node.name
- Node.label
- Node.inputs
- Node.outputs
- Node.internal_links
- Node.parent
- Node.warning_propagation
- Node.use_custom_color
- Node.color
- Node.color_tag
- Node.select
- Node.show_options
- Node.show_preview
- Node.hide
- Node.mute
- Node.show_texture
- Node.bl_idname
- Node.bl_label
- Node.bl_description
- Node.bl_icon
- Node.bl_static_type
- Node.bl_width_default
- Node.bl_width_min
- Node.bl_width_max
- Node.bl_height_default
- Node.bl_height_min
- Node.bl_height_max

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
- Node.socket_value_update
- Node.is_registered_node_type
- Node.poll
- Node.poll_instance
- Node.update
- Node.insert_link
- Node.init
- Node.copy
- Node.free
- Node.draw_buttons
- Node.draw_buttons_ext
- Node.draw_label
- Node.debug_zone_body_lazy_function_graph
- Node.debug_zone_lazy_function_graph
- Node.poll
- Node.bl_rna_get_subclass
- Node.bl_rna_get_subclass_py
- NodeInternal.poll
- NodeInternal.poll_instance
- NodeInternal.update
- NodeInternal.draw_buttons
- NodeInternal.draw_buttons_ext
- NodeInternal.bl_rna_get_subclass
- NodeInternal.bl_rna_get_subclass_py
- ShaderNode.poll
- ShaderNode.bl_rna_get_subclass
- ShaderNode.bl_rna_get_subclass_py