Table of Contents

PHYSICS_UL_dynapaint_surfaces(UIList)

base classes — bpy_struct , UIList

class bpy.types.**PHYSICS_UL_dynapaint_surfaces(UIList)**

draw_item(_context, layout, _data, item, icon, _active_data, _active_propname, _index)

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
- UIList.bl_idname
- UIList.list_id
- UIList.layout_type
- UIList.use_filter_show
- UIList.filter_name
- UIList.use_filter_invert
- UIList.use_filter_sort_alpha
- UIList.use_filter_sort_reverse
- UIList.use_filter_sort_lock
- UIList.bitflag_filter_item

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.path_resolve
- bpy_struct.pop
- bpy_struct.property_overridable_library_set
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values
- UIList.draw_item
- UIList.draw_filter
- UIList.filter_items
- UIList.append
- UIList.is_extended
- UIList.prepend

- bpy_struct.keyframe_delete
- bpy_struct.keyframe_insert
- bpy_struct.keys
- bpy_struct.path_from_id
- UIList.remove
- UIList.bl_rna_get_subclass
- UIList.bl_rna_get_subclass_py

Previous
PARTICLE_UL_particle_systems(UIList)
Report issue on this page

N
POINTCLOUD_UL_attributes(UILi

SEQUENCER_FH_movie_strip(FileHandler)

base classes — bpy_struct, FileHandler

class bpy.types.**SEQUENCER_FH_movie_strip(FileHandler)**

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
- FileHandler.bl_idname
- FileHandler.bl_import_operator
- FileHandler.bl_export_operator
- FileHandler.bl_label
- FileHandler.bl_file_extensions

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
- FileHandler.poll_drop
- FileHandler.bl_rna_get_subclass
- FileHandler.bl_rna_get_subclass_py

SEQUENCER_FH_sound_strip(FileHandler)

base classes — bpy_struct, FileHandler

class bpy.types.**SEQUENCER_FH_sound_strip(FileHandler)**

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
- FileHandler.bl_idname
- FileHandler.bl_import_operator
- FileHandler.bl_export_operator
- FileHandler.bl_label
- FileHandler.bl_file_extensions

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
- FileHandler.poll_drop
- FileHandler.bl_rna_get_subclass
- FileHandler.bl_rna_get_subclass_py

SequencerCacheOverlay(bpy_struct)

base class — bpy_struct

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

show_cache

Visualize cached images on the timeline

TYPE:

boolean, default False

show_cache_composite

Visualize cached composite images

TYPE:

boolean, default False

show_cache_final_out

Visualize cached complete frames

TYPE:

boolean, default False

show_cache_preprocessed

Visualize cached pre-processed images

TYPE:

boolean, default False

show_cache_raw

Visualize cached raw images

TYPE:

boolean, default False

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

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

- SpaceSequenceEditor.cache_overlay

SequencerPreviewOverlay(bpy_struct)

base class — bpy_struct

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

show_annotation

Show annotations for this view

TYPE:

boolean, default False

show_cursor

TYPE:

boolean, default False

show_image_outline

TYPE:

boolean, default False

show_metadata

Show metadata of first visible strip

TYPE:

boolean, default False

show_safe_areas

Show TV title safe and action safe areas in preview

TYPE:

boolean, default False

show_safe_center

Show safe areas to fit content in a different aspect ratio

TYPE:

boolean, default False

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

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

- SpaceSequenceEditor.preview_overlay

SequencerTimelineOverlay(bpy_struct)

base class — bpy_struct

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

show_fcurves

Display strip opacity/volume curve

TYPE:

boolean, default False

show_grid

Show vertical grid lines

TYPE:

boolean, default False

show_strip_duration

TYPE:

boolean, default False

show_strip_name

TYPE:

boolean, default False

show_strip_offset

Display strip in/out offsets

TYPE:

boolean, default False

show_strip_retiming

Display retiming keys on top of strips

TYPE:

boolean, default False

show_strip_source

Display path to source file, or name of source datablock

TYPE:

boolean, default False

show_strip_tag_color

Display the strip color tags in the sequencer

TYPE:

boolean, default False

show_thumbnails

Show strip thumbnails

TYPE:

boolean, default False

waveform_display_style

How Waveforms are displayed

- `FULL_WAVEFORMS` Full – Display full waveform.
- `HALF_WAVEFORMS` Half – Display upper half of the absolute value waveform.

TYPE:

enum in ['FULL_WAVEFORMS', 'HALF_WAVEFORMS'], default 'FULL_WAVEFORMS'

waveform_display_type

How Waveforms are displayed

- `ALL_WAVEFORMS` On – Display waveforms for all sound strips.
- `DEFAULT_WAVEFORMS` Strip – Display waveforms depending on strip setting.
- `NO_WAVEFORMS` Off – Don't display waveforms for any sound strips.

TYPE:

enum in ['ALL_WAVEFORMS', 'DEFAULT_WAVEFORMS', 'NO_WAVEFORMS'], default 'DEFAULT_WAVEFORMS'

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`

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.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.is_property_readonly
- bpy_struct.is_property_set
- bpy_struct.type_recast
- bpy_struct.values

References

- SpaceSequenceEditor.timeline_overlay

SequencerTonemapModifierData(StripModifier)

base classes — bpy_struct, StripModifier

class bpy.types.**SequencerTonemapModifierData(StripModifier)**

Tone mapping modifier

adaptation

If 0, global; if 1, based on pixel intensity

TYPE:

float in [0, 1], default 0.0

contrast

Set to 0 to use estimate from input image

TYPE:

float in [0, 1], default 0.0

correction

If 0, same for all channels; if 1, each independent

TYPE:

float in [0, 1], default 0.0

gamma

If not used, set to 1

TYPE:

float in [0.001, 3], default 0.0

intensity

If less than zero, darkens image; otherwise, makes it brighter

TYPE:

float in [-8, 8], default 0.0

key

The value the average luminance is mapped to

TYPE:

float in [0, 1], default 0.0

offset

Normally always 1, but can be used as an extra control to alter the brightness curve

TYPE:

float in [0.001, 10], default 0.0

tonemap_type

Tone mapping algorithm

TYPE:

enum in ['RD_PHOTORECEPTOR', 'RH_SIMPLE'], default 'RH_SIMPLE'

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`
- `StripModifier.name`
- `StripModifier.type`
- `StripModifier.mute`
- `StripModifier.show_expanded`
- `StripModifier.input_mask_type`
- `StripModifier.mask_time`
- `StripModifier.input_mask_strip`
- `StripModifier.input_mask_id`

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`
- `StripModifier.bl_rna_get_subclass`
- `StripModifier.bl_rna_get_subclass_py`

SequencerToolSettings(bpy_struct)

base class — bpy_struct

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

fit_method

Scale fit method

- FIT Scale to Fit – Scale image to fit within the canvas.
- FILL Scale to Fill – Scale image to completely fill the canvas.
- STRETCH Stretch to Fill – Stretch image to fill the canvas.
- ORIGINAL Use Original Size – Keep image at its original size.

TYPE:

enum in [‘FIT’, ‘FILL’, ‘STRETCH’, ‘ORIGINAL’], default ‘FIT’

overlap_mode

How to resolve overlap after transformation

- EXPAND Expand – Move strips so transformed strips fit.
- OVERWRITE Overwrite – Trim or split strips to resolve overlap.
- SHUFFLE Shuffle – Move transformed strips to nearest free space to resolve overlap.

TYPE:

enum in [‘EXPAND’, ‘OVERWRITE’, ‘SHUFFLE’], default ‘EXPAND’

pivot_point

Rotation or scaling pivot point

- CENTER Bounding Box Center.
- MEDIAN Median Point.
- CURSOR 2D Cursor – Pivot around the 2D cursor.
- INDIVIDUAL_ORIGINS Individual Origins – Pivot around each selected island’s own median point.

TYPE:

enum in [‘CENTER’, ‘MEDIAN’, ‘CURSOR’, ‘INDIVIDUAL_ORIGINS’], default ‘CENTER’

snap_distance

Maximum distance for snapping in pixels

TYPE:

int in [-inf, inf], default 15

snap_ignore_muted

Don’t snap to hidden strips

TYPE:

boolean, default False

snap_ignore_sound

Don’t snap to sound strips

TYPE:

boolean, default False

snap_to_borders

Snap to preview borders

TYPE:

boolean, default False

snap_to_center

Snap to preview center

TYPE:

boolean, default False

snap_to_current_frame

Snap to current frame

TYPE:

boolean, default False

snap_to_hold_offset

Snap to strip hold offsets

TYPE:

boolean, default False

snap_to_markers

Snap to markers

TYPE:

boolean, default False

snap_to_retiming_keys

Snap to retiming keys

TYPE:

boolean, default False

snap_to_strips_preview

Snap to borders and origins of deselected, visible strips

TYPE:

boolean, default False

use_snap_current_frame_to_strips

Snap current frame to strip start or end

TYPE:

boolean, default False

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

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

- ToolSettings.sequencer_tool_settings

SequenceTimelineChannel(bpy_struct)

base class — bpy_struct

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

lock

TYPE:
boolean, default False

mute

TYPE:
boolean, default False

name

TYPE:
string, default “”, (never None)

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

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.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.is_property_overridable_library
- bpy_struct.is_property_readonly
- bpy_struct.is_property_set
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values

References

- MetaStrip.channels
- SequenceEditor.channels

Skip to content

ShaderFx(bpy_struct)

base class — bpy_struct

subclasses — ShaderFxBlur, ShaderFxColorize, ShaderFxFlip, ShaderFxGlow, ShaderFxPixel, ShaderFxRi
ShaderFxShadow, ShaderFxSwirl, ShaderFxWave

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

Effect affecting the Grease Pencil object

name

Effect name

TYPE:

string, default “”, (never None)

show_expanded

Set effect expansion in the user interface

TYPE:

boolean, default False

show_in_editmode

Display effect in Edit mode

TYPE:

boolean, default False

show_render

Use effect during render

TYPE:

boolean, default False

show_viewport

Display effect in viewport

TYPE:

boolean, default False

type

TYPE:

enum in Object Shaderfx Type Items, default ‘FX_BLUR’, (readonly)

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

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

- Object.shader_effects
- ObjectShaderFx.new
- ObjectShaderFx.remove

ShaderFxBlur(ShaderFx)

base classes — bpy_struct , ShaderFx

class bpy.types.**ShaderFxBlur(ShaderFx)**

Gaussian Blur effect

rotation

Rotation of the effect

TYPE:

float in [-inf, inf], default 0.0

samples

Number of Blur Samples (zero, disable blur)

TYPE:

int in [0, 32], default 4

size

Factor of Blur

TYPE:

mathutils.Vector of 2 items in [0, inf], default (0.0, 0.0)

use_dof_mode

Blur using camera depth of field

TYPE:

boolean, default False

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
- ShaderFx.name
- ShaderFx.show_render
- ShaderFx.show_in_editmode

- ShaderFx.type
- ShaderFx.show_viewport
- ShaderFx.show_expanded

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
- ShaderFx.bl_rna_get_subclass
- ShaderFx.bl_rna_get_subclass_py

ShaderFxColorize(ShaderFx)

base classes — bpy_struct , ShaderFx

class bpy.types.**ShaderFxColorize(ShaderFx)**

Colorize effect

factor

Mix factor

TYPE:

float in [0, 1], default 0.0

high_color

Second color used for effect

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

low_color

First color used for effect

TYPE:

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

mode

Effect mode

TYPE:

enum in ['GRAYSCALE', 'SEPIA', 'DUOTONE', 'TRANSPARENT', 'CUSTOM'], default 'GRAYSCALE'

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
- ShaderFx.name
- ShaderFx.show_render
- ShaderFx.show_in_editmode

- ShaderFx.type
- ShaderFx.show_viewport
- ShaderFx.show_expanded

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
- ShaderFx.bl_rna_get_subclass
- ShaderFx.bl_rna_get_subclass_py

ShaderFxFlip(ShaderFx)

base classes — bpy_struct , ShaderFx

class bpy.types.**ShaderFxFlip(ShaderFx)**

Flip effect

use_flip_x

Flip image horizontally

TYPE:

boolean, default False

use_flip_y

Flip image vertically

TYPE:

boolean, default False

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
- ShaderFx.name
- ShaderFx.type
- ShaderFx.show_viewport
- ShaderFx.show_render
- ShaderFx.show_in_editmode
- ShaderFx.show_expanded

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.id_properties_clear
- bpy_struct.keyframe_delete
- bpy_struct.keyframe_insert
- bpy_struct.keys
- bpy_struct.path_from_id
- bpy_struct.path_resolve

- 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.path_resolve
- bpy_struct.pop
- bpy_struct.property_overridable_library_set
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values
- ShaderFx.bl_rna_get_subclass
- ShaderFx.bl_rna_get_subclass_py

Previous
ShaderFxColorize(ShaderFx)

N
ShaderFxGlow(ShaderF

Report issue on this page

Skip to content

ShaderFxGlow(ShaderFx)

base classes — bpy_struct , ShaderFx

class bpy.types.**ShaderFxGlow(ShaderFx)**

Glow effect

blend_mode

Blend mode

TYPE:

enum in [‘REGULAR’, ‘ADD’, ‘SUBTRACT’, ‘MULTIPLY’, ‘DIVIDE’], default ‘REGULAR’

glow_color

Color used for generated glow

TYPE:

mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)

mode

Glow mode

TYPE:

enum in [‘LUMINANCE’, ‘COLOR’], default ‘LUMINANCE’

opacity

Effect Opacity

TYPE:

float in [0, 1], default 0.0

rotation

Rotation of the effect

TYPE:

float in [-inf, inf], default 0.0

samples

Number of Blur Samples

TYPE:

int in [1, 32], default 4

select_color

Color selected to apply glow

TYPE:

mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)

size

Size of the effect

TYPE:

mathutils.Vector of 2 items in [0, inf], default (0.0, 0.0)

threshold

Limit to select color for glow effect

TYPE:

float in [0, 1], default 0.0

use_glow_under

Glow only areas with alpha (not supported with Regular blend mode)

TYPE:

boolean, default False

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
- ShaderFx.name
- ShaderFx.type
- ShaderFx.show_viewport
- ShaderFx.show_render
- ShaderFx.show_in_editmode
- ShaderFx.show_expanded

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
- ShaderFx.bl_rna_get_subclass
- ShaderFx.bl_rna_get_subclass_py

Report issue on this page

ShaderFxPixel(ShaderFx)

base classes — bpy_struct , ShaderFx

class bpy.types.**ShaderFxPixel(ShaderFx)**

Pixelate effect

size

Pixel size

TYPE:

int array of 2 items in [1, 32767], default (0, 0)

use_antialiasing

Antialias pixels

TYPE:

boolean, default False

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
- ShaderFx.name
- ShaderFx.type
- ShaderFx.show_viewport
- ShaderFx.show_render
- ShaderFx.show_in_editmode
- ShaderFx.show_expanded

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.id_properties_clear
- bpy_struct.keyframe_delete
- bpy_struct.keyframe_insert
- bpy_struct.keys
- bpy_struct.path_from_id
- bpy_struct.path_resolve

- 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.path_resolve
- bpy_struct.pop
- bpy_struct.property_overridable_library_set
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values
- ShaderFx.bl_rna_get_subclass
- ShaderFx.bl_rna_get_subclass_py

Previous
ShaderFxGlow(ShaderFx)

N
ShaderFxRim(ShaderF

Report issue on this page

ShaderFxRim(ShaderFx)

base classes — bpy_struct , ShaderFx

class bpy.types.**ShaderFxRim(ShaderFx)**

Rim effect

blur

Number of pixels for blurring rim (set to 0 to disable)

TYPE:

int array of 2 items in [0, 32767], default (0, 0)

mask_color

Color that must be kept

TYPE:

mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)

mode

Blend mode

TYPE:

enum in ['NORMAL', 'OVERLAY', 'ADD', 'SUBTRACT', 'MULTIPLY', 'DIVIDE'], default 'NORMAL'

offset

Offset of the rim

TYPE:

int array of 2 items in [-32768, 32767], default (0, 0)

rim_color

Color used for Rim

TYPE:

mathutils.Color of 3 items in [0, 1], default (0.0, 0.0, 0.0)

samples

Number of Blur Samples (zero, disable blur)

TYPE:

int in [0, 32], default 4

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
- ShaderFx.name
- ShaderFx.type
- ShaderFx.show_viewport
- ShaderFx.show_render
- ShaderFx.show_in_editmode
- ShaderFx.show_expanded

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
- ShaderFx.bl_rna_get_subclass
- ShaderFx.bl_rna_get_subclass_py

ShaderFxShadow(ShaderFx)

base classes — bpy_struct , ShaderFx

class bpy.types.**ShaderFxShadow(ShaderFx)**

Shadow effect

amplitude

Amplitude of Wave

TYPE:

float in [0, inf], default 0.0

blur

Number of pixels for blurring shadow (set to 0 to disable)

TYPE:

int array of 2 items in [0, 32767], default (0, 0)

object

Object to determine center of rotation

TYPE:

Object

offset

Offset of the shadow

TYPE:

int array of 2 items in [-32768, 32767], default (0, 0)

orientation

Direction of the wave

TYPE:

enum in ['HORIZONTAL', 'VERTICAL'], default 'HORIZONTAL'

period

Period of Wave

TYPE:

float in [0, inf], default 0.0

phase

Phase Shift of Wave

TYPE:

float in [-inf, inf], default 0.0

rotation

Rotation around center or object

TYPE:

float in [-6.28319, 6.28319], default 0.0

samples

Number of Blur Samples (zero, disable blur)

TYPE:
int in [0, 32], default 4

scale

Scale of the shadow

TYPE:
`mathutils.Vector` of 2 items in [-inf, inf], default (0.0, 0.0)

shadow_color

Color used for Shadow

TYPE:
float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

use_object

Use object as center of rotation

TYPE:
boolean, default False

use_wave

Use wave effect

TYPE:
boolean, default False

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`
- `ShaderFx.name`
- `ShaderFx.type`
- `ShaderFx.show_viewport`
- `ShaderFx.show_render`
- `ShaderFx.show_in_editmode`
- `ShaderFx.show_expanded`

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
- ShaderFx.bl_rna_get_subclass
- ShaderFx.bl_rna_get_subclass_py

ShaderFxSwirl(ShaderFx)

base classes — bpy_struct , ShaderFx

class bpy.types.**ShaderFxSwirl(ShaderFx)**

Swirl effect

angle

Angle of rotation

TYPE:

float in [-31.4159, 31.4159], default 0.0

object

Object to determine center location

TYPE:

Object

radius

Radius to apply

TYPE:

int in [0, 32767], default 0

use_transparent

Make image transparent outside of radius

TYPE:

boolean, default False

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
- ShaderFx.name
- ShaderFx.show_render
- ShaderFx.show_in_editmode

- ShaderFx.type
- ShaderFx.show_viewport
- ShaderFx.show_expanded

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
- ShaderFx.bl_rna_get_subclass
- ShaderFx.bl_rna_get_subclass_py

ShaderFxWave(ShaderFx)

base classes — bpy_struct , ShaderFx

class bpy.types.**ShaderFxWave(ShaderFx)**

Wave Deformation effect

amplitude

Amplitude of Wave

TYPE:

float in [0, inf], default 0.0

orientation

Direction of the wave

TYPE:

enum in ['HORIZONTAL', 'VERTICAL'], default 'HORIZONTAL'

period

Period of Wave

TYPE:

float in [0, inf], default 0.0

phase

Phase Shift of Wave

TYPE:

float in [-inf, inf], default 0.0

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
- ShaderFx.name
- ShaderFx.show_render
- ShaderFx.show_in_editmode

- ShaderFx.type
- ShaderFx.show_viewport
- ShaderFx.show_expanded

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
- ShaderFx.bl_rna_get_subclass
- ShaderFx.bl_rna_get_subclass_py

ShaderNode(NodeInternal)

base classes — bpy_struct, Node, NodeInternal

subclasses — ShaderNodeAddShader, ShaderNodeAmbientOcclusion, ShaderNodeAttribute, ShaderNodeBackground, ShaderNodeBevel, ShaderNodeBlackbody, ShaderNodeBrightContrast, ShaderNodeBsdfAnisotropic, ShaderNodeBsdfDiffuse, ShaderNodeBsdfGlass, ShaderNodeBsdfHair, ShaderNodeBsdfHairPrincipled, ShaderNodeBsdfMetallic, ShaderNodeBsdfPrincipled, ShaderNodeBsdfRayPortal, ShaderNodeBsdfRefraction, ShaderNodeBsdfSheen, ShaderNodeBsdfToon, ShaderNodeBsdfTranslucent, ShaderNodeBsdfTransparent, ShaderNodeBump, ShaderNodeCameraData, ShaderNodeClamp, ShaderNodeCombineColor, ShaderNodeCombineHSV, ShaderNodeCombineRGB, ShaderNodeCombineXYZ, ShaderNodeCustomGroup, ShaderNodeDisplacement, ShaderNodeEeveeSpecular, ShaderNodeEmission, ShaderNodeFloatCurve, ShaderNodeFresnel, ShaderNodeGamma, ShaderNodeGroup ShaderNodeHairInfo, ShaderNodeHoldout, ShaderNodeHueSaturation, ShaderNodeInvert, ShaderNodeLayerWeight, ShaderNodeLightFalloff, ShaderNodeLightPath, ShaderNodeMapRange, ShaderNodeMapping, ShaderNodeMath, ShaderNodeMix, ShaderNodeMixRGB, ShaderNodeMixShader, ShaderNodeNewGeometry, ShaderNodeNormal, ShaderNodeNormalMap, ShaderNodeObjectInfo, ShaderNodeOutputAOV, ShaderNodeOutputLight, ShaderNodeOutputLineStyle, ShaderNodeOutputMaterial, ShaderNodeOutputWorld, ShaderNodeParticleInfo, ShaderNodePointInfo, ShaderNodeRGB, ShaderNodeRGBCurve, ShaderNodeRGBToBW, ShaderNodeScript, ShaderNodeSeparateColor, ShaderNodeSeparateHSV, ShaderNodeSeparateRGB, ShaderNodeSeparateXYZ, ShaderNodeShaderToRGB, ShaderNodeSqueeze, ShaderNodeSubsurfaceScattering, ShaderNodeTangent, ShaderNodeTexBrick, ShaderNodeTexChecker, ShaderNodeTexCoord, ShaderNodeTexEnvironment, ShaderNodeTexGabor, ShaderNodeTexGradient, ShaderNodeTexIES, ShaderNodeTexImage, ShaderNodeTexMagic, ShaderNodeTexNoise, ShaderNodeTexPointDensity, ShaderNodeTexSky, ShaderNodeTexVoronoi, ShaderNodeTexWave, ShaderNodeTexWhiteNoise, ShaderNodeUVAlongStroke, ShaderNodeUVMap, ShaderNodeValToRGB, ShaderNodeValue, ShaderNodeVectorCurve, ShaderNodeVectorDisplacement, ShaderNodeVectorMath, ShaderNodeVectorRotate, ShaderNodeVectorTransform, ShaderNodeVertexColor, ShaderNodeVolumeAbsorption, ShaderNodeVolumeInfo, ShaderNodeVolumePrincipled, ShaderNodeVolumeScatter, ShaderNodeWavelength, ShaderNodeWireframe

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

Material shader node

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.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

References

- `ShaderNodeTree.get_output_node`

ShaderNodeAddShader(ShaderNode)

base classes — bpy_struct, Node, NodeInternal, ShaderNode

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

Add two Shaders together

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

type

Inherited Properties

- 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_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

- Node.poll
- ShaderNode.bl_rna_get_subclass_py

Previous
ShaderNode(NodeInternal)

N
ShaderNodeAmbientOcclusion(ShaderNoc

Report issue on this page

ShaderNodeAmbientOcclusion(ShaderNode)

base classes — bpy_struct, Node, NodeInternal, ShaderNode

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

Compute how much the hemisphere above the shading point is occluded, for example to add weathering effects to corners. Note: For Cycles, this may slow down renders significantly

inside

Trace rays towards the inside of the object

TYPE:

boolean, default False

only_local

Only consider the object itself when computing AO

TYPE:

boolean, default False

samples

Number of rays to trace per shader evaluation

TYPE:

int in [1, 128], default 0

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.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`
- `Node.poll_instance`
- `Node.update`
- `Node.insert_link`
- `Node.init`
- `Node.copy`
- `Node.free`
- `Node.draw_buttons`
- `Node.draw_buttons_ext`

- 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.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

ShaderNodeAttribute(ShaderNode)

base classes — bpy_struct, Node, NodeInternal, ShaderNode

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

Retrieve attributes attached to objects or geometry

attribute_name

TYPE:

string, default “”, (never None)

attribute_type

General type of the attribute

- GEOMETRY Geometry – The attribute is associated with the object geometry, and its value varies from vertex to vertex, or within the object volume.
- OBJECT Object – The attribute is associated with the object or mesh data-block itself, and its value is uniform.
- INSTANCER Instancer – The attribute is associated with the instancer particle system or object, falling back to the Object mode if the attribute isn’t found, or the object is not instanced.
- VIEW_LAYER View Layer – The attribute is associated with the View Layer, Scene or World that is being rendered.

TYPE:

enum in [‘GEOMETRY’, ‘OBJECT’, ‘INSTANCER’, ‘VIEW_LAYER’], default ‘GEOMETRY’

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.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`
- `Node.poll_instance`
- `Node.update`
- `Node.insert_link`
- `Node.init`
- `Node.copy`
- `Node.free`
- `Node.draw_buttons`
- `Node.draw_buttons_ext`
- `Node.draw_label`

- 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.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

Skip to content

ShaderNodeBackground(ShaderNode)

base classes — bpy_struct, Node, NodeInternal, ShaderNode

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

Add background light emission. Note: This node should only be used for the world surface output

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

type

Inherited Properties

- 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_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

- Node.poll
- ShaderNode.bl_rna_get_subclass_py

ShaderNodeBevel(ShaderNode)

base classes — bpy_struct, Node, NodeInternal, ShaderNode

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

Generates normals with round corners. Note: only supported in Cycles, and may slow down renders

samples

Number of rays to trace per shader evaluation

TYPE:

int in [2, 128], default 0

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.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
- 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

- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values
- Node.socket_value_update
- Node.is_registered_node_type
- Node.poll
- 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

Previous
ShaderNodeBackground(ShaderNode)

N
ShaderNodeBlackbody(ShaderNoc

Report issue on this page