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CompositorNodeCryptomatteV2(CompositorNode)

base classes — bpy_struct, Node, NodeInternal, CompositorNode

class bpy.types.**CompositorNodeCryptomatteV2(CompositorNode)**

Generate matte for individual objects and materials using Cryptomatte render passes

add

Add object or material to matte, by picking a color from the Pick output

TYPE:

mathutils.Color of 3 items in [-inf, inf], default (1.0, 1.0, 1.0)

entries

TYPE:

bpy_prop_collection of CryptomatteEntry, (readonly)

frame_duration

Number of images of a movie to use

TYPE:

int in [0, 1048574], default 0

frame_offset

Offset the number of the frame to use in the animation

TYPE:

int in [-1048574, 1048574], default 0

frame_start

Global starting frame of the movie/sequence, assuming first picture has a #1

TYPE:

int in [-1048574, 1048574], default 0

has_layers

True if this image has any named layer

TYPE:

boolean, default False, (readonly)

has_views

True if this image has multiple views

TYPE:

boolean, default False, (readonly)

image

TYPE:

Image

layer

TYPE:

enum in ['PLACEHOLDER'], default 'PLACEHOLDER'

-

layer_name

What Cryptomatte layer is used

- `CryptoObject` Object – Use Object layer.
- `CryptoMaterial` Material – Use Material layer.
- `CryptoAsset` Asset – Use Asset layer.

TYPE:

enum in [‘CryptoObject’, ‘CryptoMaterial’, ‘CryptoAsset’], default ‘CryptoObject’

matte_id

List of object and material crypto IDs to include in matte

TYPE:

string, default ‘’, (never None)

remove

Remove object or material from matte, by picking a color from the Pick output

TYPE:

`mathutils.Color` of 3 items in [-inf, inf], default (1.0, 1.0, 1.0)

scene

TYPE:

`Scene`

source

Where the Cryptomatte passes are loaded from

- `RENDER` Render – Use Cryptomatte passes from a render.
- `IMAGE` Image – Use Cryptomatte passes from an image.

TYPE:

enum in [‘RENDER’, ‘IMAGE’], default ‘RENDER’

use_auto_refresh

Always refresh image on frame changes

TYPE:

boolean, default False

use_cyclic

Cycle the images in the movie

TYPE:

boolean, default False

view

TYPE:

enum in [‘ALL’], default ‘ALL’

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

update()

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.select
- Node.show_options
- Node.show_preview
- Node.hide
- Node.mute
- Node.show_texture
- Node.bl_idname

- 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.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
- CompositorNode.tag_need_exec
- CompositorNode.poll
- CompositorNode.update
- CompositorNode.bl_rna_get_subclass
- CompositorNode.bl_rna_get_subclass_py