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# RaytraceEVEE(bpy\_struct)

base class — [bpy\\_struct](#)

**class** bpy.types.RaytraceEVEE(bpy\_struct)

Quality options for the raytracing pipeline

## denoise\_bilateral

Blur the resolved radiance using a bilateral filter

### TYPE:

boolean, default True

## denoise\_spatial

Reuse neighbor pixels' rays

### TYPE:

boolean, default True

## denoise\_temporal

Accumulate samples by reprojecting last tracing results

### TYPE:

boolean, default True

## resolution\_scale

Determines the number of rays per pixel. Higher resolution uses more memory.

- 1 1:1 – Full resolution.
- 2 1:2 – Render this effect at 50% render resolution.
- 4 1:4 – Render this effect at 25% render resolution.
- 8 1:8 – Render this effect at 12.5% render resolution.
- 16 1:16 – Render this effect at 6.25% render resolution.

### TYPE:

enum in ['1', '2', '4', '8', '16'], default '2'

## screen\_trace\_quality

Precision of the screen space ray-tracing

### TYPE:

float in [0, 1], default 0.25

## screen\_trace\_thickness

Surface thickness used to detect intersection when using screen-tracing

### TYPE:

float in [1e-06, inf], default 0.2

## trace\_max\_roughness

Maximum roughness to use the tracing pipeline for. Higher roughness surfaces will use fast GI approximation. A value of 1 will disable fast GI approximation.

### TYPE:

float in [0, 1], default 0.5

## use\_denoise

Enable noise reduction techniques for raytraced effects

### TYPE:

boolean, default True

## 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

- `SceneEevee.ray_tracing_options`

