Ship to content ShaderNodeBsdfAnisotropic(ShaderNode)

base classes — bpy_struct, Node, NodeInternal, ShaderNode

class bpy.types.ShaderNodeBsdfAnisotropic(ShaderNode)

Reflection with microfacet distribution, used for materials such as metal or mirrors

distribution

Light scattering distribution on rough surface

- BECKMANN Beckmann.
- GGX GGX.
- ASHIKHMIN SHIRLEY Ashikhmin-Shirley.
- MULTI GGX Multiscatter GGX GGX with additional correction to account for multiple scattering, preserve energy and prevent unexpected darkening at high roughness.

TYPE:

```
enum in ['BECKMANN', 'GGX', 'ASHIKHMIN_SHIRLEY', 'MULTI_GGX'], default 'BECKMANN'
```

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

class method 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

• Node.type

• Node.show_options

• Node.location

• Node.show_preview

• Node.location absolute • Node.hide

Node.width

• Node.mute

• Node.height

Node.show texture

• Node.dimensions

• Node.bl idname

• Node.name • Node.label • Node.bl label

• Node.bl description

• Node.inputs

• Node.bl icon

• Node.outputs

• Node.bl static type

Node.internal_links
 Node.bl_width_default

• Node.parent

• Node.bl width min

• Node.warning propagation • Node.bl width max

• Node.use_custom_color • Node.bl_height_default

• Node.color

• Node.bl height min

• Node.color tag

• 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

• how struct keyframe insert

• 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

- ppy_scruce.neyrrame_rnsere

- 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.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

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