VoronoiTexture(Texture)

base classes — bpy_struct, ID, Texture

class bpy.types.**VoronoiTexture(Texture)**

Procedural voronoi texture

color_mode

- INTENSITY Intensity – Only calculate intensity.
- POSITION Position – Color cells by position.
- POSITION_OUTLINE Position and Outline – Use position plus an outline based on F2-F1.
- POSITION_OUTLINE_INTENSITY Position, Outline, and Intensity – Multiply position and outline by intensity.

TYPE:

enum in ['INTENSITY', 'POSITION', 'POSITION_OUTLINE', 'POSITION_OUTLINE_INTENSITY'], default 'INTENSITY'

distance_metric

Algorithm used to calculate distance of sample points to feature points

- DISTANCE Actual Distance – sqrt(x*x+y*y+z*z).
- DISTANCE_SQUARED Distance Squared – (x*x+y*y+z*z).
- MANHATTAN Manhattan – The length of the distance in axial directions.
- CHEBYCHEV Chebychev – The length of the longest Axial journey.
- MINKOVSKY_HALF Minkowski 1/2 – Set Minkowski variable to 0.5.
- MINKOVSKY_FOUR Minkowski 4 – Set Minkowski variable to 4.
- MINKOVSKY Minkowski – Use the Minkowski function to calculate distance (exponent value determines the shape of the boundaries).

TYPE:

enum in ['DISTANCE', 'DISTANCE_SQUARED', 'MANHATTAN', 'CHEBYCHEV', 'MINKOVSKY_HALF', 'MINKOVSKY_FOUR', 'MINKOVSKY'], default 'DISTANCE'

minkovsky_exponent

Minkowski exponent

TYPE:

float in [0.01, 10], default 2.5

nabla

Size of derivative offset used for calculating normal

TYPE:

float in [0.001, 0.1], default 0.025

noise_intensity

Scales the intensity of the noise

TYPE:

float in [0.01, 10], default 1.0

noise_scale

Scaling for noise input

TYPE:

float in [0.0001, inf], default 0.25

weight_1

Voronoi feature weight 1

TYPE:

float in [-2, 2], default 1.0

weight_2

Voronoi feature weight 2

TYPE:

float in [-2, 2], default 0.0

weight_3

Voronoi feature weight 3

TYPE:

float in [-2, 2], default 0.0

weight_4

Voronoi feature weight 4

TYPE:

float in [-2, 2], default 0.0

users_material

Materials that use this texture

(readonly)

users_object_modifier

Object modifiers that use this texture

(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`
- `ID.name`
- `ID.override_library`

- ID.name
- ID.name_full
- ID.id_type
- ID.session_uid
- ID.is_evaluated
- ID.original
- ID.users
- ID.use_fake_user
- ID.use_extra_user
- ID.is_embedded_data
- ID.is_missing
- ID.is_runtime_data
- ID.is_editable
- ID.tag
- ID.is_library_indirect
- ID.library
- ID.library_weak_reference
- ID.asset_data
- ID.preview
- Texture.type
- Texture.use_clamp
- Texture.use_color_ramp
- Texture.color_ramp
- Texture.intensity
- Texture.contrast
- Texture.saturation
- Texture.factor_red
- Texture.factor_green
- Texture.factor_blue
- Texture.use_preview_alpha
- Texture.use_nodes
- Texture.node_tree
- Texture.animation_data
- Texture.users_material
- Texture.users_object_modifier

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
- ID.rename
- ID.evaluated_get
- ID.copy
- ID.asset_mark
- ID.asset_clear
- ID.asset_generate_preview
- ID.override_create
- ID.override_hierarchy_create
- ID.user_clear
- ID.user_remap
- ID.make_local
- ID.user_of_id
- ID.animation_data_create
- ID.animation_data_clear
- ID.update_tag
- ID.preview_ensure
- ID.bl_rna_get_subclass
- ID.bl_rna_get_subclass_py
- Texture.evaluate
- Texture.bl_rna_get_subclass
- Texture.bl_rna_get_subclass_py