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ShaderNodeTexImage(ShaderNode)

base classes — [bpy_struct](#) , [Node](#) , [NodeInternal](#) , [ShaderNode](#)

class bpy.types.ShaderNodeTexImage(ShaderNode)

Sample an image file as a texture

color_mapping

Color mapping settings

TYPE:

[ColorMapping](#) , (readonly, never None)

extension

How the image is extrapolated past its original bounds

- `REPEAT` Repeat – Cause the image to repeat horizontally and vertically.
- `EXTEND` Extend – Extend by repeating edge pixels of the image.
- `CLIP` Clip – Clip to image size and set exterior pixels as transparent.
- `MIRROR` Mirror – Repeatedly flip the image horizontally and vertically.

TYPE:

enum in ['REPEAT', 'EXTEND', 'CLIP', 'MIRROR'], default 'REPEAT'

image

TYPE:

[Image](#)

image_user

Parameters defining which layer, pass and frame of the image is displayed

TYPE:

[ImageUser](#) , (readonly, never None)

interpolation

Texture interpolation

- `Linear` Linear – Linear interpolation.
- `Closest` Closest – No interpolation (sample closest texel).
- `Cubic` Cubic – Cubic interpolation.
- `Smart` Smart – Bicubic when magnifying, else bilinear (OSL only).

TYPE:

enum in ['Linear', 'Closest', 'Cubic', 'Smart'], default 'Linear'

projection

Method to project 2D image on object with a 3D texture vector

- `FLAT` Flat – Image is projected flat using the X and Y coordinates of the texture vector.
- `BOX` Box – Image is projected using different components for each side of the object space bounding box.
- `SPHERE` Sphere – Image is projected spherically using the Z axis as central.
- `TUBE` Tube – Image is projected from the tube using the Z axis as central.

TYPE:

enum in ['FLAT', 'BOX', 'SPHERE', 'TUBE'], default 'FLAT'

projection_blend

For box projection, amount of blend to use between sides

TYPE:

float in [0, 1], default 0.0

texture_mapping

Texture coordinate mapping settings

TYPE:

`TexMapping`, (readonly, never None)

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_ma_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_ma_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`
- `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`

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

- `NodeInternal.bl_rna_get_subclass_py`
- `ShaderNode.poll`
- `ShaderNode.bl_rna_get_subclass`
- `ShaderNode.bl_rna_get_subclass_py`

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