## Skip to content

## CompositorNodeStabilize(CompositorNode)

```
base classes — bpy_struct, Node, NodeInternal, CompositorNode
class bpy.types.CompositorNodeStabilize(CompositorNode)
    Stabilize footage using 2D stabilization motion tracking settings
    clip
        TYPE:
             MovieClip
    filter_type
        Method to use to filter stabilization
         • NEAREST Nearest – Use Nearest interpolation.
         • BILINEAR Bilinear - Use Bilinear interpolation.
         • BICUBIC Bicubic – Use Cubic B-Spline interpolation.
        TYPE:
             enum in ['NEAREST', 'BILINEAR', 'BICUBIC'], default 'NEAREST'
    invert
        Invert stabilization to re-introduce motion to the frame
        TYPE:
             boolean, default False
    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 TVPE

```
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.

## **Inherited Properties**

**RETURN TYPE:** type

•	<pre>bpy_struct.id_data</pre>	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.bl_label
•	Node.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 $ullet$	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	
•	<pre>bpy_struct.driver_add</pre>	
•	<pre>bpy_struct.driver_remove</pre>	
•	bpy_struct.get	
•	bpy struct.id properties clear	

- Node.update
- Node.insert link
- Node.init
- Node.copy
- Node free

- 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.draw buttons

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- 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

**Previous** CompositorNodeSplit(CompositorNode)

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