SceneDisplay(bpy_struct)

base class — bpy_struct

class bpy.types.**SceneDisplay(bpy_struct)**

Scene display settings for 3D viewport

light_direction

Direction of the light for shadows and highlights

TYPE:

mathutils.Vector of 3 items in [-inf, inf], default (0.57735, 0.57735, 0.57735)

matcap_ssao_attenuation

Attenuation constant

TYPE:

float in [1, 100000], default 1.0

matcap_ssao_distance

Distance of object that contribute to the Cavity/Edge effect

TYPE:

float in [0, 100000], default 0.2

matcap_ssao_samples

Number of samples

TYPE:

int in [1, 500], default 16

render_aa

Method of anti-aliasing when rendering final image

- OFF No Anti-Aliasing – Scene will be rendering without any anti-aliasing.
- FXAA Single Pass Anti-Aliasing – Scene will be rendered using a single pass anti-aliasing method (FXAA).
- 5 5 Samples – Scene will be rendered using 5 anti-aliasing samples.
- 8 8 Samples – Scene will be rendered using 8 anti-aliasing samples.
- 11 11 Samples – Scene will be rendered using 11 anti-aliasing samples.
- 16 16 Samples – Scene will be rendered using 16 anti-aliasing samples.
- 32 32 Samples – Scene will be rendered using 32 anti-aliasing samples.

TYPE:

enum in ['OFF', 'FXAA', '5', '8', '11', '16', '32'], default '8'

shading

Shading settings for OpenGL render engine

TYPE:

View3DShading, (readonly)

shadow_focus

Shadow factor hardness

TYPE:

float in [0, 1], default 0.0

shadow_shift

Shadow termination angle

TYPE:

float in [0, 1], default 0.1

viewport_aa

Method of anti-aliasing when rendering 3d viewport

- `OFF` No Anti-Aliasing – Scene will be rendering without any anti-aliasing.
- `FXAA` Single Pass Anti-Aliasing – Scene will be rendered using a single pass anti-aliasing method (FXAA).
- `5` 5 Samples – Scene will be rendered using 5 anti-aliasing samples.
- `8` 8 Samples – Scene will be rendered using 8 anti-aliasing samples.
- `11` 11 Samples – Scene will be rendered using 11 anti-aliasing samples.
- `16` 16 Samples – Scene will be rendered using 16 anti-aliasing samples.
- `32` 32 Samples – Scene will be rendered using 32 anti-aliasing samples.

TYPE:

enum in ['OFF', 'FXAA', '5', '8', '11', '16', '32'], default 'FXAA'

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.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `bpy_struct.path_from_id`
- `bpy_struct.path_resolve`

- 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.pop
- bpy_struct.property_overridable_library_set
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values

References

- Scene.display