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# RenderResult(bpy\_struct)

base class — `bpy_struct`

**class** `bpy.types.RenderResult(bpy_struct)`

Result of rendering, including all layers and passes

**layers**

**TYPE:**

`bpy_prop_collection` of `RenderLayer`, (readonly)

**resolution\_x**

**TYPE:**

int in `[-inf, inf]`, default 0, (readonly)

**resolution\_y**

**TYPE:**

int in `[-inf, inf]`, default 0, (readonly)

**views**

**TYPE:**

`bpy_prop_collection` of `RenderView`, (readonly)

**load\_from\_file(filepath)**

Copies the pixels of this render result from an image file

**PARAMETERS:**

**filepath** (*string, (never None)*) – File Name, Filename to load into this render tile, must be no smaller than the render result

**stamp\_data\_add\_field(field, value)**

Add engine-specific stamp data to the result

**PARAMETERS:**

- **field** (*string, (never None)*) – Field, Name of the stamp field to add
- **value** (*string, (never None)*) – Value, Value of the stamp data

**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`

## 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`

## References

- `RenderEngine.begin_result`
- `RenderEngine.get_result`
- `RenderEngine.end_result`
- `RenderEngine.update_result`