ShaderFxGlow(ShaderFx)

base classes — `bpy_struct`, `ShaderFx`

class bpy.types.**ShaderFxGlow(ShaderFx)**

Glow effect

blend_mode

Blend mode

TYPE:

enum in ['REGULAR', 'ADD', 'SUBTRACT', 'MULTIPLY', 'DIVIDE'], default 'REGULAR'

glow_color

Color used for generated glow

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

mode

Glow mode

TYPE:

enum in ['LUMINANCE', 'COLOR'], default 'LUMINANCE'

opacity

Effect Opacity

TYPE:

float in [0, 1], default 0.0

rotation

Rotation of the effect

TYPE:

float in [-inf, inf], default 0.0

samples

Number of Blur Samples

TYPE:

int in [1, 32], default 4

select_color

Color selected to apply glow

TYPE:

`mathutils.Color` of 3 items in [0, 1], default (0.0, 0.0, 0.0)

size

Size of the effect

TYPE:

`mathutils.Vector` of 2 items in [0, inf], default (0.0, 0.0)

threshold

Limit to select color for glow effect

TYPE:

float in [0, 1], default 0.0

use_glow_under

Glow only areas with alpha (not supported with Regular blend mode)

TYPE:

boolean, default False

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`
- `ShaderFx.name`
- `ShaderFx.type`
- `ShaderFx.show_viewport`
- `ShaderFx.show_render`
- `ShaderFx.show_in_editmode`
- `ShaderFx.show_expanded`

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`
- `ShaderFx.bl_rna_get_subclass`
- `ShaderFx.bl_rna_get_subclass_py`

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