ColorManagedViewSettings(bpy_struct)

base class — `bpy_struct`

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

Color management settings used for displaying images on the display

curve_mapping

Color curve mapping applied before display transform

TYPE:

`CurveMapping`, (readonly)

exposure

Exposure (stops) applied before display transform

TYPE:

float in [-32, 32], default 0.0

gamma

Amount of gamma modification applied after display transform

TYPE:

float in [0, 5], default 1.0

look

Additional transform applied before view transform for artistic needs

- `NONE` None – Do not modify image in an artistic manner.

TYPE:

enum in ['NONE'], default 'NONE'

use_curve_mapping

Use RGB curved for pre-display transformation

TYPE:

boolean, default False

use_hdr_view

Enable high dynamic range display in rendered viewport, uncapping display brightness. This requires a monitor with HDR support and a view transform designed for HDR. 'Filmic' and 'AgX' do not generate HDR colors.

TYPE:

boolean, default False

use_white_balance

Perform chromatic adaption from a different white point

TYPE:

boolean, default False

view_transform

View used when converting image to a display space

- `NONE` None – Do not perform any color transform on display, use old non-color managed technique for display.

TYPE:

> enum in ['NONE'], default 'NONE'

white_balance_temperature

> Color temperature of the scene's white point
>
> **TYPE:**
>
> > float in [1800, 100000], default 6500.0

white_balance_tint

> Color tint of the scene's white point (the default of 10 matches daylight)
>
> **TYPE:**
>
> > float in [-500, 500], default 10.0

white_balance_whitepoint

> The color which gets mapped to white (automatically converted to/from temperature and tint)
>
> **TYPE:**
>
> > `mathutils.Color` of 3 items in [0, inf], default (0.0, 0.0, 0.0)

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.id_properties_ui`
- `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.is_property_hidden`
- `bpy_struct.is_property_overridable_library`
- `bpy_struct.is_property_readonly`
- `bpy_struct.is_property_set`
- `bpy_struct.property_overridable_library_set`
- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`

References

- `ImageFormatSettings.view_settings`
- `Scene.view_settings`

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