ImagePaint(Paint)

base classes — bpy_struct, Paint

class bpy.types.**ImagePaint(Paint)**

Properties of image and texture painting mode

canvas

Image used as canvas

TYPE:

Image

clone_alpha

Opacity of clone image display

TYPE:

float in [0, 1], default 0.5

clone_image

Image used as clone source

TYPE:

Image

clone_offset

TYPE:

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

dither

Amount of dithering when painting on byte images

TYPE:

float in [0, 2], default 0.0

interpolation

Texture filtering type

- LINEAR Linear – Linear interpolation.
- CLOSEST Closest – No interpolation (sample closest texel).

TYPE:

enum in ['LINEAR', 'CLOSEST'], default 'LINEAR'

invert_stencil

Invert the stencil layer

TYPE:

boolean, default False

missing_materials

The mesh is missing materials

TYPE:

boolean, default False, (readonly)

missing_stencil

Image Painting does not have a stencil

TYPE:

boolean, default False, (readonly)

missing_texture

Image Painting does not have a texture to paint on

TYPE:

boolean, default False, (readonly)

missing_uvs

A UV layer is missing on the mesh

TYPE:

boolean, default False, (readonly)

mode

Mode of operation for projection painting

- `MATERIAL` Material – Detect image slots from the material.
- `IMAGE` Single Image – Set image for texture painting directly.

TYPE:

enum in ['MATERIAL', 'IMAGE'], default 'MATERIAL'

normal_angle

Paint most on faces pointing towards the view according to this angle

TYPE:

int in [0, 90], default 80

screen_grab_size

Size to capture the image for re-projecting

TYPE:

int array of 2 items in [512, 16384], default (0, 0)

seam_bleed

Extend paint beyond the faces UVs to reduce seams (in pixels, slower)

TYPE:

int in [-32768, 32767], default 2

stencil_color

Stencil color in the viewport

TYPE:

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

stencil_image

Image used as stencil

TYPE:

`Image`

use_backface_culling

Ignore faces pointing away from the view (faster)

TYPE:
boolean, default True

use_clone_layer

Use another UV map as clone source, otherwise use the 3D cursor as the source

TYPE:
boolean, default False

use_normal_falloff

Paint most on faces pointing towards the view

TYPE:
boolean, default True

use_occlude

Only paint onto the faces directly under the brush (slower)

TYPE:
boolean, default True

use_stencil_layer

Set the mask layer from the UV map buttons

TYPE:
boolean, default False

detect_data()

Check if required texpaint data exist

RETURN TYPE:
boolean

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`
- `Paint.use_symmetry_x`

- Paint.brush
- Paint.brush_asset_reference
- Paint.eraser_brush
- Paint.eraser_brush_asset_reference
- Paint.palette
- Paint.show_brush
- Paint.show_brush_on_surface
- Paint.show_low_resolution
- Paint.use_sculpt_delay_updates
- Paint.use_symmetry_y
- Paint.use_symmetry_z
- Paint.use_symmetry_feather
- Paint.cavity_curve
- Paint.use_cavity
- Paint.tile_offset
- Paint.tile_x
- Paint.tile_y
- Paint.tile_z

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
- Paint.bl_rna_get_subclass
- Paint.bl_rna_get_subclass_py

References

- ToolSettings.image_paint