

[Skip to content](#)

LightProbe(ID)

base classes — [bpy_struct](#), [ID](#)

subclasses — [LightProbePlane](#), [LightProbeSphere](#), [LightProbeVolume](#)

class bpy.types.LightProbe(ID)

Light Probe data-block for lighting capture objects

animation_data

Animation data for this data-block

TYPE:

[AnimData](#), (readonly)

clip_start

Probe clip start, below which objects will not appear in reflections

TYPE:

float in [1e-06, inf], default 0.8

data_display_size

Viewport display size of the sampled data

TYPE:

float in [0, inf], default 0.1

influence_distance

Influence distance of the probe

TYPE:

float in [0, inf], default 2.5

invert_visibility_collection

Invert visibility collection (Deprecated)

TYPE:

boolean, default False

show_clip

Show the clipping distances in the 3D view

TYPE:

boolean, default False

show_data

Deprecated, use use_data_display instead

TYPE:

boolean, default False

show_influence

Show the influence volume in the 3D view

TYPE:

boolean, default True

type

Type of light probe

- `SPHERE` Sphere – Light probe that captures precise lighting from all directions at a single point in space.
- `PLANE` Plane – Light probe that captures incoming light from a single direction on a plane.
- `VOLUME` Volume – Light probe that captures low frequency lighting inside a volume.

TYPE:

enum in ['SPHERE', 'PLANE', 'VOLUME'], default 'SPHERE', (readonly)

use_data_display

Display sampled data in the viewport to debug captured light

TYPE:

boolean, default False

visibility_bleed_bias

Bias for reducing light-bleed on variance shadow maps (Deprecated)

TYPE:

float in [0, 1], default 0.0

visibility_blur

Filter size of the visibility blur (Deprecated)

TYPE:

float in [0, 1], default 0.2

visibility_buffer_bias

Bias for reducing self shadowing (Deprecated)

TYPE:

float in [0.001, 9999], default 1.0

visibility_collection

Restrict objects visible for this probe (Deprecated)

TYPE:

`Collection`

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:

Inherited Properties

- `bpy_struct.id_data`
- `ID.name`
- `ID.name_full`
- `ID.id_type`
- `ID.session_uid`
- `ID.is_evaluated`
- `ID.original`
- `ID.users`
- `ID.use_fake_user`
- `ID.use_extra_user`
- `ID.is_embedded_data`
- `ID.is_missing`
- `ID.is_runtime_data`
- `ID.is_editable`
- `ID.tag`
- `ID.is_library_indirect`
- `ID.library`
- `ID.library_weak_reference`
- `ID.asset_data`
- `ID.override_library`
- `ID.preview`

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`
- `ID.rename`
- `ID.evaluated_get`
- `ID.copy`
- `ID.asset_mark`
- `ID.asset_clear`
- `ID.asset_generate_preview`
- `ID.override_create`
- `ID.override_hierarchy_create`
- `ID.user_clear`
- `ID.user_remap`
- `ID.make_local`
- `ID.user_of_id`
- `ID.animation_data_create`
- `ID.animation_data_clear`
- `ID.update_tag`
- `ID.preview_ensure`
- `ID.bl_rna_get_subclass`
- `ID.bl_rna_get_subclass_py`

References

- `bpy.context.lightprobe`
- `BlendDataProbes.new`
- `BlendData.lightprobes`
- `BlendDataProbes.remove`

