ImageTexture(Texture)

base classes — bpy_struct, ID, Texture

class bpy.types.**ImageTexture(Texture)**

checker_distance

Distance between checker tiles

TYPE:

float in [0, 0.99], default 0.0

crop_max_x

Maximum X value to crop the image

TYPE:

float in [-10, 10], default 1.0

crop_max_y

Maximum Y value to crop the image

TYPE:

float in [-10, 10], default 1.0

crop_min_x

Minimum X value to crop the image

TYPE:

float in [-10, 10], default 0.0

crop_min_y

Minimum Y value to crop the image

TYPE:

float in [-10, 10], default 0.0

extension

How the image is extrapolated past its original bounds

- EXTEND Extend – Extend by repeating edge pixels of the image.
- CLIP Clip – Clip to image size and set exterior pixels as transparent.
- CLIP_CUBE Clip Cube – Clip to cubic-shaped area around the image and set exterior pixels as transparent.
- REPEAT Repeat – Cause the image to repeat horizontally and vertically.
- CHECKER Checker – Cause the image to repeat in checker board pattern.

TYPE:

enum in ['EXTEND', 'CLIP', 'CLIP_CUBE', 'REPEAT', 'CHECKER'], default 'REPEAT'

filter_eccentricity

Maximum eccentricity (higher gives less blur at distant/oblique angles, but is also slower)

TYPE:

int in [1, 256], default 8

filter_lightprobes

Maximum number of samples (higher gives less blur at distant/oblique angles, but is also slower)

TYPE:

int in [1, 256], default 8

filter_size

Multiply the filter size used by MIP Map and Interpolation

TYPE:

float in [0.1, 50], default 1.0

filter_type

Texture filter to use for sampling image

TYPE:

enum in ['BOX', 'EWA', 'FELINE', 'AREA'], default 'EWA'

image

TYPE:

Image

image_user

Parameters defining which layer, pass and frame of the image is displayed

TYPE:

ImageUser, (readonly)

invert_alpha

Invert all the alpha values in the image

TYPE:

boolean, default False

repeat_x

Repetition multiplier in the X direction

TYPE:

int in [1, 512], default 1

repeat_y

Repetition multiplier in the Y direction

TYPE:

int in [1, 512], default 1

use_alpha

Use the alpha channel information in the image

TYPE:

boolean, default True

use_calculate_alpha

Calculate an alpha channel based on RGB values in the image

TYPE:

boolean, default False

use_checker_even

Even checker tiles

TYPE:

boolean, default False

use_checker_odd

Odd checker tiles

TYPE:

boolean, default True

use_filter_size_min

Use Filter Size as a minimal filter value in pixels

TYPE:

boolean, default False

use_flip_axis

Flip the texture's X and Y axis

TYPE:

boolean, default False

use_interpolation

Interpolate pixels using selected filter

TYPE:

boolean, default True

use_mipmap

Use auto-generated MIP maps for the image

TYPE:

boolean, default True

use_mipmap_gauss

Use Gauss filter to sample down MIP maps

TYPE:

boolean, default False

use_mirror_x

Mirror the image repetition on the X direction

TYPE:

boolean, default False

use_mirror_y

Mirror the image repetition on the Y direction

TYPE:

boolean, default False

use_normal_map

Use image RGB values for normal mapping

TYPE:

boolean, default False

users_material

Materials that use this texture

(readonly)

users_object_modifier

Object modifiers that use this texture

(readonly)

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`
- `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`
- `Texture.type`
- `Texture.use_clamp`
- `Texture.use_color_ramp`
- `Texture.color_ramp`
- `Texture.intensity`
- `Texture.contrast`
- `Texture.saturation`
- `Texture.factor_red`
- `Texture.factor_green`
- `Texture.factor_blue`
- `Texture.use_preview_alpha`
- `Texture.use_nodes`
- `Texture.node_tree`
- `Texture.animation_data`
- `Texture.users_material`
- `Texture.users_object_modifier`

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
- Texture.evaluate
- Texture.bl_rna_get_subclass
- Texture.bl_rna_get_subclass_py