VolumeRender(bpy_struct)

base class — bpy_struct

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

Volume object render settings

clipping

Value under which voxels are considered empty space to optimize rendering

TYPE:

float in [0, 1], default 0.0

precision

Specify volume data precision. Lower values reduce memory consumption at the cost of detail.

- FULL Full – Full float (Use 32 bit for all data).
- HALF Half – Half float (Use 16 bit for all data).
- VARIABLE Variable – Use variable bit quantization.

TYPE:

enum in ['FULL', 'HALF', 'VARIABLE'], default 'HALF'

space

Specify volume density and step size in object or world space

- OBJECT Object – Keep volume opacity and detail the same regardless of object scale.
- WORLD World – Specify volume step size and density in world space.

TYPE:

enum in ['OBJECT', 'WORLD'], default 'OBJECT'

step_size

Distance between volume samples. Lower values render more detail at the cost of performance. If set to zero, the step size is automatically determined based on voxel size.

TYPE:

float in [0, inf], default 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.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

References

- Volume.render