ShaderNode(NodeInternal)

base classes — `bpy_struct`, `Node`, `NodeInternal`

subclasses — `ShaderNodeAddShader`, `ShaderNodeAmbientOcclusion`, `ShaderNodeAttribute`, `ShaderNodeBackground`, `ShaderNodeBevel`, `ShaderNodeBlackbody`, `ShaderNodeBrightContrast`, `ShaderNodeBsdfAnisotropic`, `ShaderNodeBsdfDiffuse`, `ShaderNodeBsdfGlass`, `ShaderNodeBsdfHair`, `ShaderNodeBsdfHairPrincipled`, `ShaderNodeBsdfMetallic`, `ShaderNodeBsdfPrincipled`, `ShaderNodeBsdfRayPortal`, `ShaderNodeBsdfRefraction`, `ShaderNodeBsdfSheen`, `ShaderNodeBsdfToon`, `ShaderNodeBsdfTranslucent`, `ShaderNodeBsdfTransparent`, `ShaderNodeBump`, `ShaderNodeCameraData`, `ShaderNodeClamp`, `ShaderNodeCombineColor`, `ShaderNodeCombineHSV`, `ShaderNodeCombineRGB`, `ShaderNodeCombineXYZ`, `ShaderNodeCustomGroup`, `ShaderNodeDisplacement`, `ShaderNodeEeveeSpecular`, `ShaderNodeEmission`, `ShaderNodeFloatCurve`, `ShaderNodeFresnel`, `ShaderNodeGamma`, `ShaderNodeGroup`, `ShaderNodeHairInfo`, `ShaderNodeHoldout`, `ShaderNodeHueSaturation`, `ShaderNodeInvert`, `ShaderNodeLayerWeight`, `ShaderNodeLightFalloff`, `ShaderNodeLightPath`, `ShaderNodeMapRange`, `ShaderNodeMapping`, `ShaderNodeMath`, `ShaderNodeMix`, `ShaderNodeMixRGB`, `ShaderNodeMixShader`, `ShaderNodeNewGeometry`, `ShaderNodeNormal`, `ShaderNodeNormalMap`, `ShaderNodeObjectInfo`, `ShaderNodeOutputAOV`, `ShaderNodeOutputLight`, `ShaderNodeOutputLineStyle`, `ShaderNodeOutputMaterial`, `ShaderNodeOutputWorld`, `ShaderNodeParticleInfo`, `ShaderNodePointInfo`, `ShaderNodeRGB`, `ShaderNodeRGBCurve`, `ShaderNodeRGBToBW`, `ShaderNodeScript`, `ShaderNodeSeparateColor`, `ShaderNodeSeparateHSV`, `ShaderNodeSeparateRGB`, `ShaderNodeSeparateXYZ`, `ShaderNodeShaderToRGB`, `ShaderNodeSqueeze`, `ShaderNodeSubsurfaceScattering`, `ShaderNodeTangent`, `ShaderNodeTexBrick`, `ShaderNodeTexChecker`, `ShaderNodeTexCoord`, `ShaderNodeTexEnvironment`, `ShaderNodeTexGabor`, `ShaderNodeTexGradient`, `ShaderNodeTexIES`, `ShaderNodeTexImage`, `ShaderNodeTexMagic`, `ShaderNodeTexNoise`, `ShaderNodeTexPointDensity`, `ShaderNodeTexSky`, `ShaderNodeTexVoronoi`, `ShaderNodeTexWave`, `ShaderNodeTexWhiteNoise`, `ShaderNodeUVAlongStroke`, `ShaderNodeUVMap`, `ShaderNodeValToRGB`, `ShaderNodeValue`, `ShaderNodeVectorCurve`, `ShaderNodeVectorDisplacement`, `ShaderNodeVectorMath`, `ShaderNodeVectorRotate`, `ShaderNodeVectorTransform`, `ShaderNodeVertexColor`, `ShaderNodeVolumeAbsorption`, `ShaderNodeVolumeInfo`, `ShaderNodeVolumePrincipled`, `ShaderNodeVolumeScatter`, `ShaderNodeWavelength`, `ShaderNodeWireframe`

class bpy.types.**ShaderNode(NodeInternal)**

Material shader node

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
- Node.type
- Node.location
- Node.location_absolute
- Node.width
- Node.height
- Node.dimensions
- Node.name
- Node.label
- Node.inputs
- Node.outputs
- Node.internal_links
- Node.parent
- Node.warning_propagation
- Node.use_custom_color
- Node.color
- Node.color_tag
- Node.select
- Node.show_options
- Node.show_preview
- Node.hide
- Node.mute
- Node.show_texture
- Node.bl_idname
- Node.bl_label
- Node.bl_description
- Node.bl_icon
- Node.bl_static_type
- Node.bl_width_default
- Node.bl_width_min
- Node.bl_width_max
- Node.bl_height_default
- Node.bl_height_min
- Node.bl_height_max

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
- Node.socket_value_update
- Node.is_registered_node_type
- Node.poll
- Node.poll_instance
- Node.update
- Node.insert_link
- Node.init
- Node.copy
- Node.free
- Node.draw_buttons
- Node.draw_buttons_ext
- Node.draw_label
- Node.debug_zone_body_lazy_function_graph
- Node.debug_zone_lazy_function_graph
- Node.poll
- Node.bl_rna_get_subclass
- Node.bl_rna_get_subclass_py
- NodeInternal.poll
- NodeInternal.poll_instance
- NodeInternal.update
- NodeInternal.draw_buttons
- NodeInternal.draw_buttons_ext
- NodeInternal.bl_rna_get_subclass
- NodeInternal.bl_rna_get_subclass_py

References

- `ShaderNodeTree.get_output_node`