

[Skip to content](#)

ShaderFxRim(ShaderFx)

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

class bpy.types.ShaderFxRim(ShaderFx)

Rim effect

blur

Number of pixels for blurring rim (set to 0 to disable)

TYPE:

int array of 2 items in [0, 32767], default (0, 0)

mask_color

Color that must be kept

TYPE:

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

mode

Blend mode

TYPE:

enum in ['NORMAL', 'OVERLAY', 'ADD', 'SUBTRACT', 'MULTIPLY', 'DIVIDE'], default 'NORMAL'

offset

Offset of the rim

TYPE:

int array of 2 items in [-32768, 32767], default (0, 0)

rim_color

Color used for Rim

TYPE:

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

samples

Number of Blur Samples (zero, disable blur)

TYPE:

int in [0, 32], default 4

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:

type

Inherited Properties

- `bpy_struct.id_data`
- `ShaderFx.name`
- `ShaderFx.type`
- `ShaderFx.show_viewport`
- `ShaderFx.show_render`
- `ShaderFx.show_in_editmode`
- `ShaderFx.show_expanded`

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`
- `ShaderFx.bl_rna_get_subclass`
- `ShaderFx.bl_rna_get_subclass_py`