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# Stereo3dFormat(bpy\_struct)

base class — [bpy\\_struct](#)

**class** bpy.types.Stereo3dFormat(bpy\_struct)

Settings for stereo output

**anaglyph\_type**

**TYPE:**

enum in [Stereo3D Anaglyph Type Items](#), default 'RED\_CYAN'

**display\_mode**

- **ANAGLYPH** Anaglyph – Render views for left and right eyes as two differently filtered colors in a single image (anaglyph glasses are required).
- **INTERLACE** Interlace – Render views for left and right eyes interlaced in a single image (3D-ready monitor is required).
- **SIDEBYSIDE** Side-by-Side – Render views for left and right eyes side-by-side.
- **TOPBOTTOM** Top-Bottom – Render views for left and right eyes one above another.

**TYPE:**

enum in ['ANAGLYPH', 'INTERLACE', 'SIDEBYSIDE', 'TOPBOTTOM'], default 'ANAGLYPH'

**interlace\_type**

**TYPE:**

enum in [Stereo3D Interlace Type Items](#), default 'ROW\_INTERLEAVED'

**use\_interlace\_swap**

Swap left and right stereo channels

**TYPE:**

boolean, default False

**use\_sidebyside\_crosseyed**

Right eye should see left image and vice versa

**TYPE:**

boolean, default False

**use\_squeezed\_frame**

Combine both views in a squeezed image

**TYPE:**

boolean, default False

**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

- `Image.stereo_3d_format`
- `ImageStrip.stereo_3d_format`
- `MovieStrip.stereo_3d_format`
- `ImageFormatSettings.stereo_3d_format`
- `UILayout.template_image_stereo_3d`