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WorldMistSettings(bpy_struct)

base class — `bpy_struct`

class bpy.types.WorldMistSettings(bpy_struct)

Mist settings for a World data-block

depth

Distance over which the mist effect fades in

TYPE:

float in [0, inf], default 25.0

falloff

Type of transition used to fade mist

- `QUADRATIC` Quadratic – Use quadratic progression.
- `LINEAR` Linear – Use linear progression.
- `INVERSE_QUADRATIC` Inverse Quadratic – Use inverse quadratic progression.

TYPE:

enum in ['QUADRATIC', 'LINEAR', 'INVERSE_QUADRATIC'], default 'QUADRATIC'

height

Control how much mist density decreases with height

TYPE:

float in [0, 100], default 0.0

intensity

Overall minimum intensity of the mist effect

TYPE:

float in [0, 1], default 0.0

start

Starting distance of the mist, measured from the camera

TYPE:

float in [0, inf], default 5.0

use_mist

Occlude objects with the environment color as they are further away

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_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`

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

- `World.mist_settings`