

ShaderFxBlur(ShaderFx)

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

class `bpy.types.ShaderFxBlur(ShaderFx)`

Gaussian Blur effect

rotation

Rotation of the effect

TYPE:

float in `[-inf, inf]`, default 0.0

samples

Number of Blur Samples (zero, disable blur)

TYPE:

int in `[0, 32]`, default 4

size

Factor of Blur

TYPE:

[mathutils.Vector](#) of 2 items in `[0, inf]`, default (0.0, 0.0)

use_dof_mode

Blur using camera depth of field

TYPE:

boolean, default False

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.render](#)
- [ShaderFx.show_render](#)
- [ShaderFx.show_in_editmode](#)

- `shaderfx.type`
- `ShaderFx.show_expanded`
- `ShaderFx.show_viewport`

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`