MovieTrackingStabilization(bpy_struct)

base class — bpy_struct

class bpy.types.**MovieTrackingStabilization(bpy_struct)**

2D stabilization based on tracking markers

active_rotation_track_index

Index of active track in rotation stabilization tracks list

TYPE:

int in [-inf, inf], default 0

active_track_index

Index of active track in translation stabilization tracks list

TYPE:

int in [-inf, inf], default 0

anchor_frame

Reference point to anchor stabilization (other frames will be adjusted relative to this frame's position)

TYPE:

int in [0, 1048574], default 0

filter_type

Interpolation to use for sub-pixel shifts and rotations due to stabilization

- NEAREST Nearest – No interpolation, use nearest neighbor pixel.
- BILINEAR Bilinear – Simple interpolation between adjacent pixels.
- BICUBIC Bicubic – High quality pixel interpolation.

TYPE:

enum in ['NEAREST', 'BILINEAR', 'BICUBIC'], default 'NEAREST'

influence_location

Influence of stabilization algorithm on footage location

TYPE:

float in [0, 1], default 0.0

influence_rotation

Influence of stabilization algorithm on footage rotation

TYPE:

float in [0, 1], default 0.0

influence_scale

Influence of stabilization algorithm on footage scale

TYPE:

float in [0, 1], default 0.0

rotation_tracks

Collection of tracks used for 2D stabilization (translation)

TYPE:

bpy_prop_collection of MovieTrackingTrack, (readonly)

scale_max

Limit the amount of automatic scaling

TYPE:

float in [0, 10], default 0.0

show_tracks_expanded

Show UI list of tracks participating in stabilization

TYPE:

boolean, default False

target_position

Known relative offset of original shot, will be subtracted (e.g. for panning shot, can be animated)

TYPE:

mathutils.Vector of 2 items in [-inf, inf], default (0.0, 0.0)

target_rotation

Rotation present on original shot, will be compensated (e.g. for deliberate tilting)

TYPE:

float in [-inf, inf], default 0.0

target_scale

Explicitly scale resulting frame to compensate zoom of original shot

TYPE:

float in [1.192e-07, inf], default 0.0

tracks

Collection of tracks used for 2D stabilization (translation)

TYPE:

bpy_prop_collection of MovieTrackingTrack, (readonly)

use_2d_stabilization

Use 2D stabilization for footage

TYPE:

boolean, default False

use_autoscale

Automatically scale footage to cover unfilled areas when stabilizing

TYPE:

boolean, default False

use_stabilize_rotation

Stabilize detected rotation around center of frame

TYPE:

boolean, default False

use_stabilize_scale

Compensate any scale changes relative to center of rotation

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

- `MovieTracking.stabilization`