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# ObjectShaderFx(bpy\_struct)

base class — [bpy\\_struct](#)

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

Collection of object effects

**new(name, type)**

Add a new shader fx

**PARAMETERS:**

- **name** (*string, (never None)*) – New name for the effect
- **type** (enum in [Object Shaderfx Type Items](#)) – Effect type to add

**RETURNS:**

Newly created effect

**RETURN TYPE:**

[ShaderFx](#)

**remove(shader\_fx)**

Remove an existing effect from the object

**PARAMETERS:**

**shader\_fx** ( [ShaderFx](#) , (never None)) – Effect to remove

**clear()**

Remove all effects from the object

**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

- `Object.shader_effects`