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NoiseTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class `bpy.types.NoiseTexture(Texture)`

Procedural noise texture

users_material

Materials that use this texture

(readonly)

users_object_modifier

Object modifiers that use this texture

(readonly)

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`
- `ID.name`
- `ID.name_full`
- `ID.id_type`
- `ID.session_uid`
- `ID.is_evaluated`
- `ID.original`
- `ID.users`
- `ID.use_fake_user`
- `ID.use_extra_user`
- `ID.is_embedded_data`
- `ID.is_missing`
- `ID.is_runtime_data`
- `ID.is_editable`
- `ID.tag`
- `ID.override_library`
- `ID.preview`
- `Texture.type`
- `Texture.use_clamp`
- `Texture.use_color_ramp`
- `Texture.color_ramp`
- `Texture.intensity`
- `Texture.contrast`
- `Texture.saturation`
- `Texture.factor_red`
- `Texture.factor_green`
- `Texture.factor_blue`
- `Texture.use_preview_alpha`
- `Texture.use_nodes`

- `ID.tag`
- `ID.is_library_indirect`
- `ID.library`
- `ID.library_weak_reference`
- `ID.asset_data`
- `Texture.node_tree`
- `Texture.animation_data`
- `Texture.users_material`
- `Texture.users_object_modifier`

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`
- `ID.rename`
- `ID.evaluated_get`
- `ID.copy`
- `ID.asset_mark`
- `ID.asset_clear`
- `ID.asset_generate_preview`
- `ID.override_create`
- `ID.override_hierarchy_create`
- `ID.user_clear`
- `ID.user_remap`
- `ID.make_local`
- `ID.user_of_id`
- `ID.animation_data_create`
- `ID.animation_data_clear`
- `ID.update_tag`
- `ID.preview_ensure`
- `ID.bl_rna_get_subclass`
- `ID.bl_rna_get_subclass_py`
- `Texture.evaluate`
- `Texture.bl_rna_get_subclass`
- `Texture.bl_rna_get_subclass_py`