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CameraBackgroundImage(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.CameraBackgroundImage(bpy_struct)

Image and settings for display in the 3D View background

alpha

Image opacity to blend the image against the background color

TYPE:

float in [0, 1], default 0.0

clip

Movie clip displayed and edited in this space

TYPE:

[MovieClip](#)

clip_user

Parameters defining which frame of the movie clip is displayed

TYPE:

[MovieClipUser](#), (readonly, never None)

display_depth

Display under or over everything

TYPE:

enum in ['BACK', 'FRONT'], default 'BACK'

frame_method

How the image fits in the camera frame

TYPE:

enum in ['STRETCH', 'FIT', 'CROP'], default 'STRETCH'

image

Image displayed and edited in this space

TYPE:

[Image](#)

image_user

Parameters defining which layer, pass and frame of the image is displayed

TYPE:

[ImageUser](#), (readonly, never None)

is_override_data

In a local override camera, whether this background image comes from the linked reference camera, or is local to the override

TYPE:

boolean, default False, (readonly)

offset

TYPE:

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

rotation

Rotation for the background image (ortho view only)

TYPE:

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

scale

Scale the background image

TYPE:

float in `[0, inf]`, default `0.0`

show_background_image

Show this image as background

TYPE:

boolean, default `False`

show_expanded

Show the details in the user interface

TYPE:

boolean, default `False`

show_on_foreground

Show this image in front of objects in viewport

TYPE:

boolean, default `False`

source

Data source used for background

TYPE:

enum in `['IMAGE', 'MOVIE_CLIP']`, default `'IMAGE'`

use_camera_clip

Use movie clip from active scene camera

TYPE:

boolean, default `False`

use_flip_x

Flip the background image horizontally

TYPE:

boolean, default `False`

use_flip_y

Flip the background image vertically

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`

Inherited Functions

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

- `Camera.background_images`
- `CameraBackgroundImages.new`
- `CameraBackgroundImages.remove`