BlendTexture(Texture)

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

class bpy.types.**BlendTexture(Texture)**

Procedural color blending texture

progression

Style of the color blending

- `LINEAR` Linear – Create a linear progression.
- `QUADRATIC` Quadratic – Create a quadratic progression.
- `EASING` Easing – Create a progression easing from one step to the next.
- `DIAGONAL` Diagonal – Create a diagonal progression.
- `SPHERICAL` Spherical – Create a spherical progression.
- `QUADRATIC_SPHERE` Quadratic Sphere – Create a quadratic progression in the shape of a sphere.
- `RADIAL` Radial – Create a radial progression.

TYPE:

enum in ['LINEAR', 'QUADRATIC', 'EASING', 'DIAGONAL', 'SPHERICAL', 'QUADRATIC_SPHERE', 'RADIAL'], default 'LINEAR'

use_flip_axis

Flip the texture's X and Y axis

- `HORIZONTAL` Horizontal – No flipping.
- `VERTICAL` Vertical – Flip the texture's X and Y axis.

TYPE:

enum in ['HORIZONTAL', 'VERTICAL'], default 'HORIZONTAL'

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 Python class of the RNA type or default...

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.is_library_indirect
- ID.library
- ID.library_weak_reference
- ID.asset_data
- 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
- 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
- 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

- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`

- `Texture.bl_rna_get_subclass`
- `Texture.bl_rna_get_subclass_py`