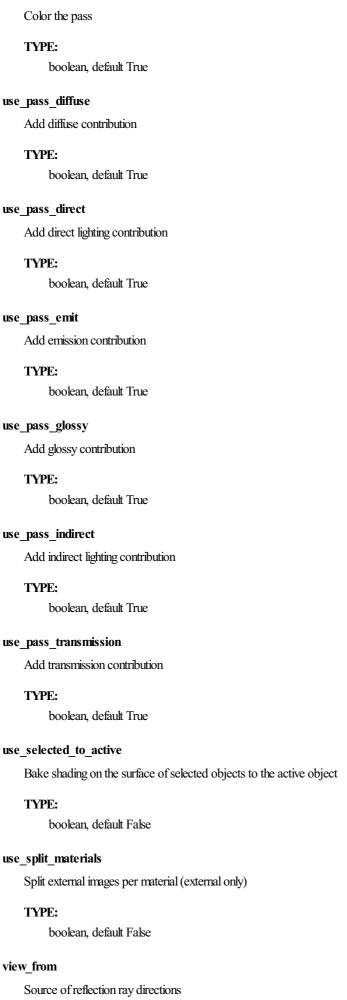
```
Skip to content BakeSettings(bpy_struct)
base class — bpy_struct
class bpy.types.BakeSettings(bpy_struct)
     Bake data for a Scene data-block
     cage extrusion
         Inflate the active object by the specified distance for baking. This helps matching to points nearer to the outside of the selected object meshes.
         TYPE:
               float in [0, inf], default 0.0
     cage_object
         Object to use as cage instead of calculating the cage from the active object with cage extrusion
         TYPE:
               Object
     filepath
         Image filepath to use when saving externally
         TYPE:
               string, default ", (never None)
     height
          Vertical dimension of the baking map
         TYPE:
               int in [4, 10000], default 512
     image settings
         TYPE:
               ImageFormatSettings, (readonly, never None)
     margin
         Extends the baked result as a post process filter
          TYPE:
               int in [0, 32767], default 16
     margin_type
         Algorithm to extend the baked result
         TYPE:
               enum in Bake Margin Type Items, default 'ADJACENT FACES'
     max ray distance
         The maximum ray distance for matching points between the active and selected objects. If zero, there is no limit.
          TYPE:
```

float in [0, inf], default 0.0

normal b

Axis to bake in blue channel

```
TYPE:
         enum in Normal Swizzle Items, default 'POS X'
normal g
    Axis to bake in green channel
    TYPE:
         enum in Normal Swizzle Items, default 'POS_X'
normal_r
    Axis to bake in red channel
    TYPE:
         enum in Normal Swizzle Items, default 'POS_X'
normal_space
    Choose normal space for baking
    TYPE:
         enum in Normal Space Items, default 'OBJECT'
pass_filter
    Passes to include in the active baking pass
    TYPE:
         enum set in Bake Pass Filter Type Items, default {}, (readonly)
save mode
    Where to save baked image textures
    TYPE:
         enum in Bake Save Mode Items, default 'INTERNAL'
target
    Where to output the baked map
    TYPE:
         enum in Bake Target Items, default 'IMAGE_TEXTURES'
use_automatic_name
    Automatically name the output file with the pass type (external only)
    TYPE:
         boolean, default False
use_cage
    Cast rays to active object from a cage
    TYPE:
         boolean, default False
use_clear
    Clear Images before baking (internal only)
    TYPE:
         boolean, default True
use pass color
```



- ABOVE SURFACE Above Surface Cast rays from above the surface.
- ACTIVE CAMERA Active Camera Use the active camera's position to cast rays.

```
TYPE:
        enum in ['ABOVE SURFACE', 'ACTIVE CAMERA'], default 'ABOVE SURFACE'
width
   Horizontal dimension of the baking map
   TYPE:
        int in [4, 10000], default 512
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.property_unset

    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.type recast

• bpy struct.values

References

• RenderSettings.bake

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