ShaderFx(bpy_struct)

base class — `bpy_struct`

subclasses — `ShaderFxBlur`, `ShaderFxColorize`, `ShaderFxFlip`, `ShaderFxGlow`, `ShaderFxPixel`, `ShaderFxRi` `ShaderFxShadow`, `ShaderFxSwirl`, `ShaderFxWave`

class bpy.types.**ShaderFx(bpy_struct)**

Effect affecting the Grease Pencil object

name

Effect name

TYPE:

string, default "", (never None)

show_expanded

Set effect expansion in the user interface

TYPE:

boolean, default False

show_in_editmode

Display effect in Edit mode

TYPE:

boolean, default False

show_render

Use effect during render

TYPE:

boolean, default False

show_viewport

Display effect in viewport

TYPE:

boolean, default False

type

TYPE:

enum in Object Shaderfx Type Items, default 'FX_BLUR', (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`

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`
- `ObjectShaderFx.new`
  - `ObjectShaderFx.remove`

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