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# CompositorNodeImage(CompositorNode)

base classes — [bpy\\_struct](#), [Node](#), [NodeInternal](#), [CompositorNode](#)

**class** bpy.types.CompositorNodeImage(CompositorNode)

Input image or movie file

## frame\_duration

Number of images of a movie to use

### TYPE:

int in [0, 1048574], default 0

## frame\_offset

Offset the number of the frame to use in the animation

### TYPE:

int in [-1048574, 1048574], default 0

## frame\_start

Global starting frame of the movie/sequence, assuming first picture has a #1

### TYPE:

int in [-1048574, 1048574], default 0

## has\_layers

True if this image has any named layer

### TYPE:

boolean, default False, (readonly)

## has\_views

True if this image has multiple views

### TYPE:

boolean, default False, (readonly)

## image

### TYPE:

[Image](#)

## layer

### TYPE:

enum in ['PLACEHOLDER'], default 'PLACEHOLDER'

## use\_auto\_refresh

Always refresh image on frame changes

### TYPE:

boolean, default False

## use\_cyclic

Cycle the images in the movie

### TYPE:

boolean, default False

boolean, default False

### **use\_straight\_alpha\_output**

Put node output buffer to straight alpha instead of premultiplied

#### **TYPE:**

boolean, default False

### **view**

#### **TYPE:**

enum in ['ALL'], default 'ALL'

### **classmethod is\_registered\_node\_type()**

True if a registered node type

#### **RETURNS:**

Result

#### **RETURN TYPE:**

boolean

### **classmethod input\_template(index)**

Input socket template

#### **PARAMETERS:**

**index** (*int* in  $[0, \infty]$ ) – Index

#### **RETURNS:**

result

#### **RETURN TYPE:**

`NodeInternalSocketTemplate`

### **classmethod output\_template(index)**

Output socket template

#### **PARAMETERS:**

**index** (*int* in  $[0, \infty]$ ) – Index

#### **RETURNS:**

result

#### **RETURN TYPE:**

`NodeInternalSocketTemplate`

### **update()**

### **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`
- `Node.type`
- `Node.location`
- `Node.location_absolute`
- `Node.width`
- `Node.height`
- `Node.dimensions`
- `Node.name`
- `Node.label`
- `Node.inputs`
- `Node.outputs`
- `Node.internal_links`
- `Node.parent`
- `Node.warning_propagation`
- `Node.use_custom_color`
- `Node.color`
- `Node.color_tag`
- `Node.select`
- `Node.show_options`
- `Node.show_preview`
- `Node.hide`
- `Node.mute`
- `Node.show_texture`
- `Node.bl_idname`
- `Node.bl_label`
- `Node.bl_description`
- `Node.bl_icon`
- `Node.bl_static_type`
- `Node.bl_width_default`
- `Node.bl_width_min`
- `Node.bl_width_max`
- `Node.bl_height_default`
- `Node.bl_height_min`
- `Node.bl_height_max`

## 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`
- `Node.update`
- `Node.insert_link`
- `Node.init`
- `Node.copy`
- `Node.free`
- `Node.draw_buttons`
- `Node.draw_buttons_ext`
- `Node.draw_label`
- `Node.debug_zone_body_lazy_function_graph`
- `Node.debug_zone_lazy_function_graph`
- `Node.poll`
- `Node.bl_rna_get_subclass`
- `Node.bl_rna_get_subclass_py`
- `NodeInternal.poll`
- `NodeInternal.poll_instance`
- `NodeInternal.update`
- `NodeInternal.draw_buttons`
- `NodeInternal.draw_buttons_ext`
- `NodeInternal.bl_rna_get_subclass`

- [bpy\\_struct.property\\_unset](#)
- [bpy\\_struct.type\\_recast](#)
- [bpy\\_struct.values](#)
- [Node.socket\\_value\\_update](#)
- [Node.is\\_registered\\_node\\_type](#)
- [Node.poll](#)
- [Node.poll\\_instance](#)

- [NodeInternal.bl\\_rna\\_get\\_subclass\\_py](#)
- [CompositorNode.tag\\_need\\_exec](#)
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