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ShaderNodeVectorDisplacement(ShaderNode)

base classes — [bpy_struct](#), [Node](#), [NodeInternal](#), [ShaderNode](#)

class bpy.types.ShaderNodeVectorDisplacement(ShaderNode)

Displace the surface along an arbitrary direction

space

Space of the input height

- `TANGENT` Tangent Space – Tangent space vector displacement mapping.
- `OBJECT` Object Space – Object space vector displacement mapping.
- `WORLD` World Space – World space vector displacement mapping.

TYPE:

enum in ['TANGENT', 'OBJECT', 'WORLD'], default 'TANGENT'

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, inf]*) – Index

RETURNS:

result

RETURN TYPE:

[NodeInternalSocketTemplate](#)

classmethod `output_template(index)`

Output socket template

PARAMETERS:

index (*int in [0, inf]*) – Index

RETURNS:

result

RETURN TYPE:

[NodeInternalSocketTemplate](#)

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`
- `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.poll_from_id`
- `Node.poll_instance`
- `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`

- [bpy_struct.patn_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](#)
- [Node.socket_value_update](#)
- [Node.is_registered_node_type](#)
- [Node.poll](#)
- [NodeInternal.poll_instance](#)
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