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# CompositorNodeKeying(CompositorNode)

```
base classes — bpy_struct, Node, NodeInternal, CompositorNode
```

### class bpy.types.CompositorNodeKeying(CompositorNode)

Perform both chroma keying (to remove the backdrop) and despill (to correct color cast from the backdrop)

#### blur post

Matte blur size which applies after clipping and dilate/eroding

TYPE:

int in [0, 2048], default 0

### blur\_pre

Chroma pre-blur size which applies before running keyer

TYPE:

int in [0, 2048], default 0

### clip\_black

Value of non-scaled matte pixel which considers as fully background pixel

TYPE:

float in [0, 1], default 0.0

# clip\_white

Value of non-scaled matte pixel which considers as fully foreground pixel

TYPE:

float in [0, 1], default 0.0

### despill balance

Balance between non-key colors used to detect amount of key color to be removed

TYPE:

float in [0, 1], default 0.0

# despill factor

Factor of despilling screen color from image

TYPE:

float in [0, 1], default 0.0

### dilate distance

Distance to grow/shrink the matte

TYPE:

int in [-100, 100], default 0

### edge\_kernel\_radius

Radius of kernel used to detect whether pixel belongs to edge

TYPE:

int in [0, 100], default 0

edge\_kernel\_tolerance

```
Tolerance to pixels inside kernel which are treating as belonging to the same plane
    TYPE:
        float in [0, 1], default 0.0
feather_distance
   Distance to grow/shrink the feather
   TYPE:
        int in [-100, 100], default 0
feather falloff
   Falloff type of the feather
   TYPE:
        enum in Proportional Falloff Curve Only Items, default 'SMOOTH'
screen balance
   Balance between two non-primary channels primary channel is comparing against
   TYPE:
        float in [0, 1], default 0.0
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
update()
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
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- Node.type • Node.location
- Node.location absolute Node.hide
- Node.width
- Node.height
- Node.dimensions
- Node.name
- Node.label
- Node.inputs
- Node.outputs

- Node.parent
- Node.warning\_propagation Node.bl\_width\_max
- Node.color
- Node.color tag

- Node.select
- Node.show options
- Node.show\_preview

  - Node.mute
  - Node.show texture
- Node.bl idname
  - Node.bl label
- Node.bl\_description
- Node.bl icon
- Node.bl static type
- Node.internal links Node.bl width default
  - Node.bl width min
- Node.use\_custom\_color 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
- how etrust is proporty est

- 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

- nhl\_scracc.ts\_brobercl\_sec
- 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
- Node.socket\_value\_update
- Node.is registered node type
- Node.poll
- Node.poll instance

- 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
- NodeInternal.bl\_rna\_get\_subclass\_py
- CompositorNode.tag need exec
- CompositorNode.poll
- CompositorNode.update
- CompositorNode.bl rna get subclass
- CompositorNode.bl rna get subclass py

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