World(ID)

base classes — `bpy_struct`, `ID`

class bpy.types.**World(ID)**

World data-block describing the environment and ambient lighting of a scene

animation_data

Animation data for this data-block

TYPE:

`AnimData`, (readonly)

color

Color of the background

TYPE:

`mathutils.Color` of 3 items in [0, inf], default (0.05, 0.05, 0.05)

cycles

Cycles world settings

TYPE:

`CyclesWorldSettings`, (readonly)

cycles_visibility

Cycles visibility settings

TYPE:

`CyclesVisibilitySettings`, (readonly)

light_settings

World lighting settings

TYPE:

`WorldLighting`, (readonly, never None)

lightgroup

Lightgroup that the world belongs to

TYPE:

string, default "", (never None)

mist_settings

World mist settings

TYPE:

`WorldMistSettings`, (readonly, never None)

node_tree

Node tree for node based worlds

TYPE:

`NodeTree`, (readonly)

probe_resolution

Resolution when baked to a texture

TYPE:

enum in ['128', '256', '512', '1024', '2048', '4096'], default '1024'

sun_angle

Angular diameter of the Sun as seen from the Earth

TYPE:

float in [0, 3.14159], default 0.00918043

sun_shadow_filter_radius

Blur shadow aliasing using Percentage Closer Filtering

TYPE:

float in [0, inf], default 1.0

sun_shadow_jitter_overblur

Apply shadow tracing to each jittered sample to reduce under-sampling artifacts

TYPE:

float in [0, 100], default 10.0

sun_shadow_maximum_resolution

Maximum size of a shadow map pixel. Higher values use less memory at the cost of shadow quality.

TYPE:

float in [0, inf], default 0.001

sun_threshold

If non-zero, the maximum value for world contribution that will be recorded inside the world light probe. The excess contribution is converted a sun light. This reduces the light bleeding caused by very bright light sources.

TYPE:

float in [0, inf], default 10.0

use_eevee_finite_volume

The world's volume used to be rendered by EEVEE Legacy. Conversion is needed for it to render properly.

TYPE:

boolean, default False

use_nodes

Use shader nodes to render the world

TYPE:

boolean, default False

use_sun_shadow

Enable sun shadow casting

TYPE:

boolean, default True

use_sun_shadow_jitter

Enable jittered soft shadows to increase shadow precision (disabled in viewport unless enabled in the render settings). Has a high performance impact.

TYPE:

TYPE:

boolean, default False

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`
- `ID.name`
- `ID.name_full`
- `ID.id_type`
- `ID.session_uid`
- `ID.is_evaluated`
- `ID.original`
- `ID.users`
- `ID.use_fake_user`
- `ID.use_extra_user`
- `ID.is_embedded_data`

- `ID.is_missing`
- `ID.is_runtime_data`
- `ID.is_editable`
- `ID.tag`
- `ID.is_library_indirect`
- `ID.library`
- `ID.library_weak_reference`
- `ID.asset_data`
- `ID.override_library`
- `ID.preview`

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.type_recast`
- `bpy_struct.values`
- `ID.rename`
- `ID.evaluated_get`
- `ID.copy`
- `ID.asset_mark`
- `ID.asset_clear`
- `ID.asset_generate_preview`
- `ID.override_create`
- `ID.override_hierarchy_create`
- `ID.user_clear`
- `ID.user_remap`
- `ID.make_local`

- 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

- ID.make_local
- ID.user_of_id
- ID.animation_data_create
- ID.animation_data_clear
- ID.update_tag
- ID.preview_ensure
- ID.bl_rna_get_subclass
- ID.bl_rna_get_subclass_py

References

- bpy.context.world
- BlendData.worlds
- BlendDataWorlds.new
- BlendDataWorlds.remove
- Scene.world
- ViewLayer.world_override

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