

[Skip to content](#)

# ShaderFxShadow(ShaderFx)

base classes — [bpy\\_struct](#), [ShaderFx](#)

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

Shadow effect

## amplitude

Amplitude of Wave

### TYPE:

float in [0, inf], default 0.0

## blur

Number of pixels for blurring shadow (set to 0 to disable)

### TYPE:

int array of 2 items in [0, 32767], default (0, 0)

## object

Object to determine center of rotation

### TYPE:

[Object](#)

## offset

Offset of the shadow

### TYPE:

int array of 2 items in [-32768, 32767], default (0, 0)

## orientation

Direction of the wave

### TYPE:

enum in ['HORIZONTAL', 'VERTICAL'], default 'HORIZONTAL'

## period

Period of Wave

### TYPE:

float in [0, inf], default 0.0

## phase

Phase Shift of Wave

### TYPE:

float in [-inf, inf], default 0.0

## rotation

Rotation around center or object

### TYPE:

float in [-6.28319, 6.28319], default 0.0

## samples

Number of Blur Samples (zero, disable blur)

**TYPE:**

int in [0, 32], default 4

**scale**

Scale of the shadow

**TYPE:**

`mathutils.Vector` of 2 items in [-inf, inf], default (0.0, 0.0)

**shadow\_color**

Color used for Shadow

**TYPE:**

float array of 4 items in [0, 1], default (0.0, 0.0, 0.0, 0.0)

**use\_object**

Use object as center of rotation

**TYPE:**

boolean, default False

**use\_wave**

Use wave effect

**TYPE:**

boolean, default False

**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`
- `ShaderFx.name`
- `ShaderFx.type`
- `ShaderFx.show_viewport`
- `ShaderFx.show_render`
- `ShaderFx.show_in_editmode`
- `ShaderFx.show_expanded`

## 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`
- `ShaderFx.bl_rna_get_subclass`
- `ShaderFx.bl_rna_get_subclass_py`