WoodTexture(Texture)

base classes — `bpy_struct`, `ID`, `Texture`

class bpy.types.**WoodTexture(Texture)**

Procedural noise texture

nabla

Size of derivative offset used for calculating normal

TYPE:

float in [0.001, 0.1], default 0.025

noise_basis

Noise basis used for turbulence

- `BLENDER_ORIGINAL` Blender Original – Noise algorithm - Blender original: Smooth interpolated noise.
- `ORIGINAL_PERLIN` Original Perlin – Noise algorithm - Original Perlin: Smooth interpolated noise.
- `IMPROVED_PERLIN` Improved Perlin – Noise algorithm - Improved Perlin: Smooth interpolated noise.
- `VORONOI_F1` Voronoi F1 – Noise algorithm - Voronoi F1: Returns distance to the closest feature point.
- `VORONOI_F2` Voronoi F2 – Noise algorithm - Voronoi F2: Returns distance to the 2nd closest feature point.
- `VORONOI_F3` Voronoi F3 – Noise algorithm - Voronoi F3: Returns distance to the 3rd closest feature point.
- `VORONOI_F4` Voronoi F4 – Noise algorithm - Voronoi F4: Returns distance to the 4th closest feature point.
- `VORONOI_F2_F1` Voronoi F2-F1 – Noise algorithm - Voronoi F1-F2.
- `VORONOI_CRACKLE` Voronoi Crackle – Noise algorithm - Voronoi Crackle: Voronoi tessellation with sharp edges.
- `CELL_NOISE` Cell Noise – Noise algorithm - Cell Noise: Square cell tessellation.

TYPE:

enum in ['BLENDER_ORIGINAL', 'ORIGINAL_PERLIN', 'IMPROVED_PERLIN', 'VORONOI_F1', 'VORONOI_F2', 'VORONOI_F3', 'VORONOI_F4', 'VORONOI_F2_F1', 'VORONOI_CRACKLE', 'CELL_NOISE'], default 'BLENDER_ORIGINAL'

noise_basis_2

- `SIN` Sine – Use a sine wave to produce bands.
- `SAW` Saw – Use a saw wave to produce bands.
- `TRI` Tri – Use a triangle wave to produce bands.

TYPE:

enum in ['SIN', 'SAW', 'TRI'], default 'SIN'

noise_scale

Scaling for noise input

TYPE:

float in [0.0001, inf], default 0.25

noise_type

- `SOFT_NOISE` Soft – Generate soft noise (smooth transitions).
- `HARD_NOISE` Hard – Generate hard noise (sharp transitions).

TYPE:

enum in ['SOFT_NOISE', 'HARD_NOISE'], default 'SOFT_NOISE'

turbulence

Turbulence of the bandnoise and ringnoise types

TYPE:

float in [0.0001, inf], default 5.0

wood_type

- `BANDS` Bands – Use standard wood texture in bands.
- `RINGS` Rings – Use wood texture in rings.
- `BANDNOISE` Band Noise – Add noise to standard wood.
- `RINGNOISE` Ring Noise – Add noise to rings.

TYPE:

enum in ['BANDS', 'RINGS', 'BANDNOISE', 'RINGNOISE'], default 'BANDS'

users_material

Materials that use this texture

(readonly)

users_object_modifier

Object modifiers that use this texture

(readonly)

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.override_library`
- `ID.preview`
- `Texture.type`
- `Texture.use_clamp`
- `Texture.use_color_ramp`
- `Texture.color_ramp`
- `Texture.intensity`
- `Texture.contrast`
- `Texture.saturation`

- 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

- Texture.factor_red
- Texture.factor_green
- Texture.factor_blue
- Texture.use_preview_alpha
- Texture.use_nodes
- Texture.node_tree
- Texture.animation_data
- Texture.users_material
- Texture.users_object_modifier

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

- 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
- 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
- Texture.evaluate
- Texture.bl_rna_get_subclass
- Texture.bl_rna_get_subclass_py