Skip to content Strip Transform (bpy_struct)

```
base class — bpy_struct
```

class bpy.types.StripTransform(bpy_struct)

Transform parameters for a sequence strip

filter

Type of filter to use for image transformation

- AUTO Auto Automatically choose filter based on scaling factor.
- NEAREST Nearest Use nearest sample.
- BILINEAR Bilinear Interpolate between 2×2 samples.
- CUBIC_MITCHELL Cubic Mitchell Cubic Mitchell filter on 4×4 samples.
- CUBIC BSPLINE Cubic B-Spline Cubic B-Spline filter (blurry but no ringing) on 4×4 samples.
- BOX Box Averages source image samples that fall under destination pixel.

TYPE:

```
enum in ['AUTO', 'NEAREST', 'BILINEAR', 'CUBIC_MITCHELL', 'CUBIC_BSPLINE', 'BOX'], default 'AUTO'
```

$offset_x$

Move along X axis

TYPE:

float in [-inf, inf], default 0.0

offset_y

Move along Y axis

TYPE:

float in [-inf, inf], default 0.0

origin

Origin of image for transformation

TYPE:

float array of 2 items in [-inf, inf], default (0.0, 0.0)

rotation

Rotate around image center

TYPE:

float in [-inf, inf], default 0.0

scale x

Scale along X axis

TYPE:

float in [0, inf], default 1.0

scale_y

Scale along Y axis

TYPE:

float in [0, inf], default 1.0

```
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:
```

Inherited Properties

type

• bpy struct.id data

Inherited Functions

```
• bpy struct.as pointer
                                             • bpy struct.items
• bpy struct.driver add
                                             • bpy struct.keyframe delete
• bpy struct.driver remove
                                             • bpy struct.keyframe insert
• bpy struct.get
                                             • bpy struct.keys
• bpy struct.id properties clear
                                             • bpy struct.path from id
• bpy_struct.id_properties_ensure
                                             • bpy struct.path resolve
• bpy struct.id properties ui
                                             • bpy struct.pop
• bpy_struct.is_property_hidden
                                             • bpy_struct.property_overridable_library_set
• bpy struct.is property overridable library • bpy struct.property unset

    bpy struct.is property readonly

                                             • bpy struct.type recast
• bpy struct.is property set
                                             • bpy struct.values
```

References

```
    EffectStrip.transform
    ImageStrip.transform
    MaskStrip.transform
    MovieClipStrip.transform
    MovieStrip.transform
    SceneStrip.transform
```

• MetaStrip.transform