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# ShaderNodeTexBrick(ShaderNode)

base classes — [bpy\\_struct](#) , [Node](#) , [NodeInternal](#) , [ShaderNode](#)

**class** bpy.types.ShaderNodeTexBrick(ShaderNode)

Generate a procedural texture producing bricks

## color\_mapping

Color mapping settings

### TYPE:

[ColorMapping](#) , (readonly, never None)

## offset

Determines the brick offset of the various rows

### TYPE:

float in [0, 1], default 0.5

## offset\_frequency

How often rows are offset. A value of 2 gives an even/uneven pattern of rows.

### TYPE:

int in [1, 99], default 2

## squash

Factor to adjust the brick's width for particular rows determined by the Offset Frequency

### TYPE:

float in [0, 99], default 1.0

## squash\_frequency

How often rows consist of "squished" bricks

### TYPE:

int in [1, 99], default 2

## texture\_mapping

Texture coordinate mapping settings

### TYPE:

[TexMapping](#) , (readonly, never None)

**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

`RNA (int in [0, 99]) - RNA`

**RETURNS:**

result

**RETURN TYPE:**

`NodeInternalSocketTemplate`

**classmethod `output_template(index)`**

Output socket template

**PARAMETERS:**

**index** (*int in [0, inf]*) – Index

**RETURNS:**

result

**RETURN TYPE:**

`NodeInternalSocketTemplate`

**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`
- `Node.type`
- `Node.location`
- `Node.location_absolute`
- `Node.width`
- `Node.height`
- `Node.dimensions`
- `Node.name`
- `Node.label`
- `Node.inputs`
- `Node.outputs`
- `Node.internal_links`
- `Node.parent`
- `Node.warning_propagation`
- `Node.use custom color`
- `Node.select`
- `Node.show_options`
- `Node.show_preview`
- `Node.hide`
- `Node.mute`
- `Node.show_texture`
- `Node.bl_idname`
- `Node.bl_label`
- `Node.bl_description`
- `Node.bl_icon`
- `Node.bl_static_type`
- `Node.bl_width_default`
- `Node.bl_width_min`
- `Node.bl_width_max`
- `Node.bl height default`

- `Node.color`
- `Node.bl_height_min`
- `Node.color_tag`
- `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`
- `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`
- `Node.socket_value_update`
- `Node.is_registered_node_type`
- `Node.poll`
- `Node.poll_instance`
- `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`
- `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`
- `ShaderNode.poll`
- `ShaderNode.bl_rna_get_subclass`
- `ShaderNode.bl_rna_get_subclass_py`