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RenderLayer(bpy_struct)

base class — `bpy_struct`

class bpy.types.**RenderLayer**(bpy_struct)

name

View layer name

TYPE:

string, default “”, (readonly, never None)

passes

TYPE:

`RenderPasses` `bpy_prop_collection` of `RenderPass`, (readonly)

use_ao

Render Ambient Occlusion in this Layer

TYPE:

boolean, default False, (readonly)

use_motion_blur

Render motion blur in this Layer, if enabled in the scene

TYPE:

boolean, default False, (readonly)

use_pass_ambient_occlusion

Deliver Ambient Occlusion pass

TYPE:

boolean, default False, (readonly)

use_pass_combined

Deliver full combined RGBA buffer

TYPE:

boolean, default False, (readonly)

use_pass_diffuse_color

Deliver diffuse color pass

TYPE:

boolean, default False, (readonly)

use_pass_diffuse_direct

Deliver diffuse direct pass

TYPE:

boolean, default False, (readonly)

use_pass_diffuse_indirect

Deliver diffuse indirect pass

TYPE:

boolean, default False, (readonly)

boolean, default False, (readonly)

use_pass_emit

Deliver emission pass

TYPE:

boolean, default False, (readonly)

use_pass_environment

Deliver environment lighting pass

TYPE:

boolean, default False, (readonly)

use_pass_glossy_color

Deliver glossy color pass

TYPE:

boolean, default False, (readonly)

use_pass_glossy_direct

Deliver glossy direct pass

TYPE:

boolean, default False, (readonly)

use_pass_glossy_indirect

Deliver glossy indirect pass

TYPE:

boolean, default False, (readonly)

use_pass_material_index

Deliver material index pass

TYPE:

boolean, default False, (readonly)

use_pass_mist

Deliver mist factor pass (0.0 to 1.0)

TYPE:

boolean, default False, (readonly)

use_pass_normal

Deliver normal pass

TYPE:

boolean, default False, (readonly)

use_pass_object_index

Deliver object index pass

TYPE:

boolean, default False, (readonly)

use_pass_position

Deliver position pass

TYPE:

boolean, default False, (readonly)

use_pass_shadow

Deliver shadow pass

TYPE:

boolean, default False, (readonly)

use_pass_subsurface_color

Deliver subsurface color pass

TYPE:

boolean, default False, (readonly)

use_pass_subsurface_direct

Deliver subsurface direct pass

TYPE:

boolean, default False, (readonly)

use_pass_subsurface_indirect

Deliver subsurface indirect pass

TYPE:

boolean, default False, (readonly)

use_pass_transmission_color

Deliver transmission color pass

TYPE:

boolean, default False, (readonly)

use_pass_transmission_direct

Deliver transmission direct pass

TYPE:

boolean, default False, (readonly)

use_pass_transmission_indirect

Deliver transmission indirect pass

TYPE:

boolean, default False, (readonly)

use_pass_uv

Deliver texture UV pass

TYPE:

boolean, default False, (readonly)

use_pass_vector

Deliver speed vector pass

TYPE:

boolean, default False, (readonly)

use_pass_z

— —
Deliver Z values pass

TYPE:

boolean, default False, (readonly)

use_sky

Render Sky in this Layer

TYPE:

boolean, default False, (readonly)

use_solid

Render Solid faces in this Layer

TYPE:

boolean, default False, (readonly)

use_strand

Render Strands in this Layer

TYPE:

boolean, default False, (readonly)

use_volumes

Render volumes in this Layer

TYPE:

boolean, default False, (readonly)

load_from_file(filepath, *, x=0, y=0)

Copies the pixels of this renderlayer from an image file

PARAMETERS:

- **filepath** (*string, (never None)*) – File Path, File path to load into this render tile, must be no smaller than the renderlayer
- **x** (*int in [0, inf], (optional)*) – Offset X, Offset the position to copy from if the image is larger than the render layer
- **y** (*int in [0, inf], (optional)*) – Offset Y, Offset the position to copy from if the image is larger than the render layer

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

Inherited Properties

- `bpy_struct.id_data`

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`

References

- `RenderResult.layers`