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# ColorRamp(bpy\_struct)

base class — [bpy\\_struct](#)

**class** bpy.types.ColorRamp(bpy\_struct)

Color ramp mapping a scalar value to a color

## color\_mode

Set color mode to use for interpolation

### TYPE:

enum in ['RGB', 'HSV', 'HSL'], default 'RGB'

## elements

### TYPE:

[ColorRampElements](#) [bpy\\_prop\\_collection](#) of [ColorRampElement](#), (readonly)

## hue\_interpolation

Set color interpolation

### TYPE:

enum in ['NEAR', 'FAR', 'CW', 'CCW'], default 'NEAR'

## interpolation

Set interpolation between color stops

### TYPE:

enum in ['EASE', 'CARDINAL', 'LINEAR', 'B\_SPLINE', 'CONSTANT'], default 'LINEAR'

## evaluate(position)

Evaluate Color Ramp

### PARAMETERS:

**position** (*float in [0, 1]*) – Position, Evaluate Color Ramp at position

### RETURNS:

Color, Color at given position

### RETURN TYPE:

float array of 4 items in [-inf, inf]

## 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`

## 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

- `Brush.gradient`
- `ColorMapping.color_ramp`
- `CompositorNodeValToRGB.color_ramp`
- `DynamicPaintBrushSettings.paint_ramp`
- `DynamicPaintBrushSettings.velocity_ramp`
- `FluidDomainSettings.color_ramp`
- `GreasePencilTintModifier.color_ramp`
- `LineStyleColorModifier_AlongStroke.color_ramp`
- `LineStyleColorModifier_CreaseAngle.color_ramp`
- `LineStyleColorModifier_Curvature_3D.color_ramp`
- `LineStyleColorModifier_DistanceFromCamer`
- `LineStyleColorModifier_DistanceFromObjec`
- `LineStyleColorModifier_Material.color_ra`
- `LineStyleColorModifier_Noise.color_ramp`
- `LineStyleColorModifier_Tangent.color_ram`
- `PreferencesView.weight_color_range`
- `ShaderNodeValToRGB.color_ramp`
- `Texture.color_ramp`
- `TextureNodeValToRGB.color_ramp`