StucciTexture(Texture)

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

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

Procedural noise texture

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_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'

stucci_type

- `PLASTIC` Plastic – Use standard stucci.
- `WALL_IN` Wall In – Create Dimples.
- `WALL_OUT` Wall Out – Create Ridges.

  TYPE:

    enum in ['PLASTIC', 'WALL_IN', 'WALL_OUT'], default 'PLASTIC'

turbulence

Turbulence of the noise

  TYPE:

    float in [0.0001, inf], default 5.0

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