BakeSettings(bpy_struct)

base class — bpy_struct

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

Bake data for a Scene data-block

cage_extrusion

Inflate the active object by the specified distance for baking. This helps matching to points nearer to the outside of the selected object meshes.

TYPE:

float in [0, inf], default 0.0

cage_object

Object to use as cage instead of calculating the cage from the active object with cage extrusion

TYPE:

Object

filepath

Image filepath to use when saving externally

TYPE:

string, default “”, (never None)

height

Vertical dimension of the baking map

TYPE:

int in [4, 10000], default 512

image_settings

TYPE:

ImageFormatSettings, (readonly, never None)

margin

Extends the baked result as a post process filter

TYPE:

int in [0, 32767], default 16

margin_type

Algorithm to extend the baked result

TYPE:

enum in Bake Margin Type Items, default ‘ADJACENT_FACES’

max_ray_distance

The maximum ray distance for matching points between the active and selected objects. If zero, there is no limit.

TYPE:

float in [0, inf], default 0.0

normal_b

Axis to bake in blue channel

TYPE:

enum in Normal Swizzle Items, default 'POS_X'

normal_g

Axis to bake in green channel

TYPE:

enum in Normal Swizzle Items, default 'POS_X'

normal_r

Axis to bake in red channel

TYPE:

enum in Normal Swizzle Items, default 'POS_X'

normal_space

Choose normal space for baking

TYPE:

enum in Normal Space Items, default 'OBJECT'

pass_filter

Passes to include in the active baking pass

TYPE:

enum set in Bake Pass Filter Type Items, default {}, (readonly)

save_mode

Where to save baked image textures

TYPE:

enum in Bake Save Mode Items, default 'INTERNAL'

target

Where to output the baked map

TYPE:

enum in Bake Target Items, default 'IMAGE_TEXTURES'

use_automatic_name

Automatically name the output file with the pass type (external only)

TYPE:

boolean, default False

use_cage

Cast rays to active object from a cage

TYPE:

boolean, default False

use_clear

Clear Images before baking (internal only)

TYPE:

boolean, default True

use_pass_color

Color the pass

TYPE:
boolean, default True

use_pass_diffuse

Add diffuse contribution

TYPE:
boolean, default True

use_pass_direct

Add direct lighting contribution

TYPE:
boolean, default True

use_pass_emit

Add emission contribution

TYPE:
boolean, default True

use_pass_glossy

Add glossy contribution

TYPE:
boolean, default True

use_pass_indirect

Add indirect lighting contribution

TYPE:
boolean, default True

use_pass_transmission

Add transmission contribution

TYPE:
boolean, default True

use_selected_to_active

Bake shading on the surface of selected objects to the active object

TYPE:
boolean, default False

use_split_materials

Split external images per material (external only)

TYPE:
boolean, default False

view_from

Source of reflection ray directions

- `ABOVE_SURFACE` Above Surface – Cast rays from above the surface.
- `ACTIVE_CAMERA` Active Camera – Use the active camera's position to cast rays.

TYPE:
enum in ['ABOVE_SURFACE', 'ACTIVE_CAMERA'], default 'ABOVE_SURFACE'

width
Horizontal dimension of the baking map

TYPE:
int in [4, 10000], default 512

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`

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

- `RenderSettings.bake`