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StudioLight(bpy_struct)

base class — `bpy_struct`

class `bpy.types.StudioLight(bpy_struct)`

Studio light

has_specular_highlight_pass

Studio light image file has separate “diffuse” and “specular” passes

TYPE:

boolean, default False, (readonly)

index

TYPE:

int in [-inf, inf], default 0, (readonly)

is_user_defined

TYPE:

boolean, default False, (readonly)

light_ambient

Color of the ambient light that uniformly lit the scene

TYPE:

`mathutils.Color` of 3 items in [0, inf], default (0.0, 0.0, 0.0), (readonly)

name

TYPE:

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

path

TYPE:

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

solid_lights

Lights used to display objects in solid draw mode

TYPE:

`bpy_prop_collection` of `UserSolidLight`, (readonly)

type

TYPE:

enum in [‘STUDIO’, ‘WORLD’, ‘MATCAP’], default ‘STUDIO’, (readonly)

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_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

- `Preferences.studio_lights`
- `StudioLights.load`
- `StudioLights.new`
- `StudioLights.remove`
- `View3DShading.selected_studio_light`