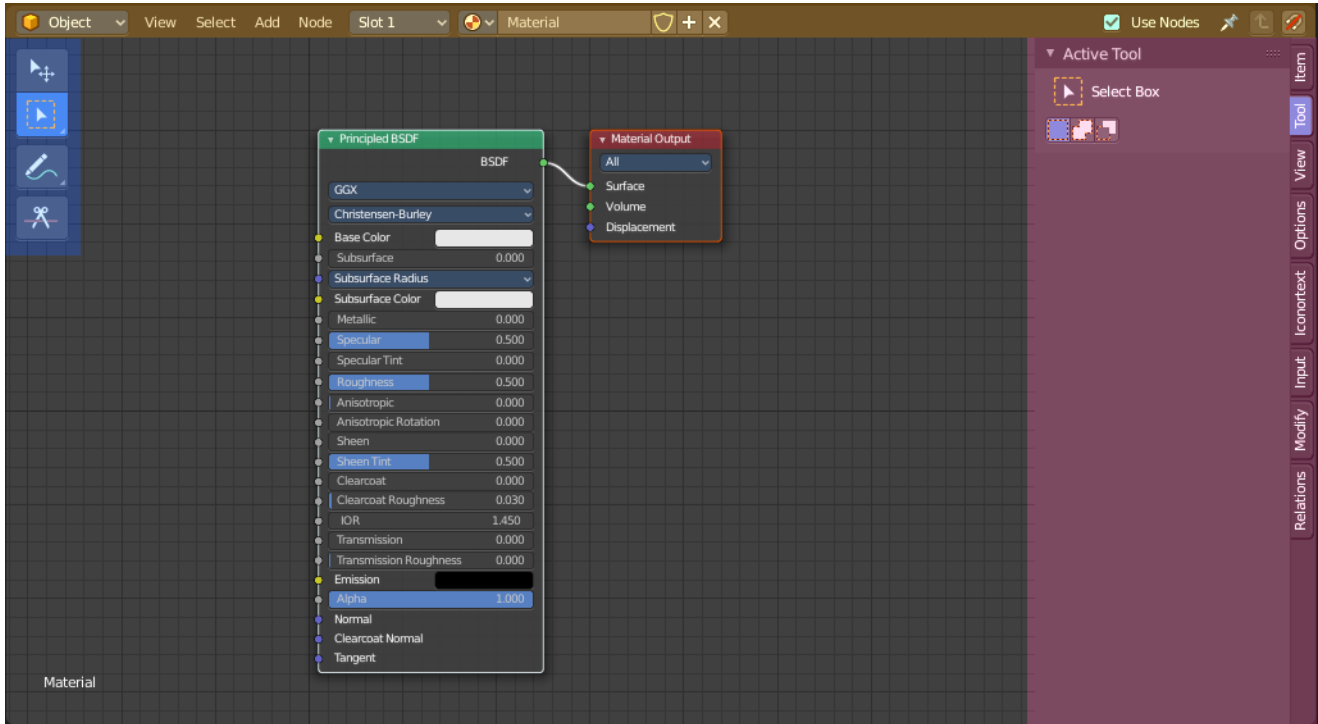


10 Editors - Shader Editor

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Shader Editor



The shader editor is the editor where you can create and edit your materials for your objects in the scene. It is a node editor. The materials are made of nodes. And you connect them to achieve the desired result.

The UV editor is divided into several areas has several tool areas.

Yellow – Header

Blue - Tool Shelf

Pink - Sidebar

Note that the shader editor does not have a tool area above the header. All tool settings are in the sidebar in the Tool tab.

Navigating in the Shader Editor viewport

Hotkeys

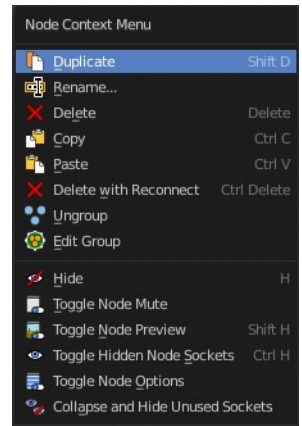
Pan the view - MMB

Zoom - Mouse Wheel, MMB+CTRL, Numpad + / -

View All - Home

Node context menu

When you double right click into the viewport, then you will open a menu. The UV Context menu. Its content is to 100% double content to already existing menus. And it is despite the name not contextual.

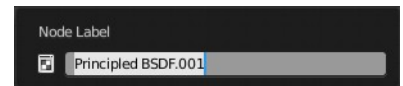


Duplicate

Duplicates the selected nodes.

Rename

Allows you to rename the current active node. A popup opens up where you can type in another name.



Delete

Deletes the selected nodes. All Connections gets removed.

Copy

Copies the selected nodes.

Paste

Pastes the copied nodes.

Delete with Reconnect

Deletes the selected nodes. Existing connections gets bypassed as if the node would not have existed.

Ungroup

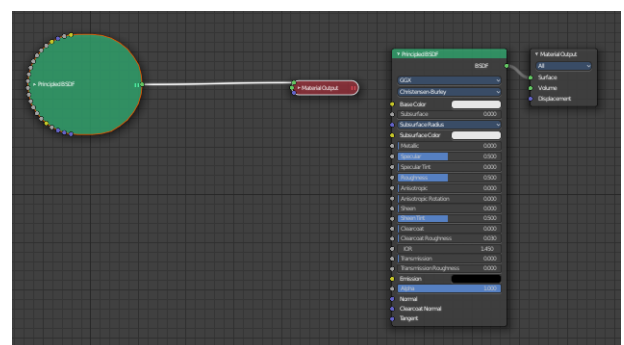
Removes the selected nodes from a group.

Edit Group

Edits a group of nodes.

Hide

Collapses the node display. Left hidden, right the original nodes.



Toggle Node Mute

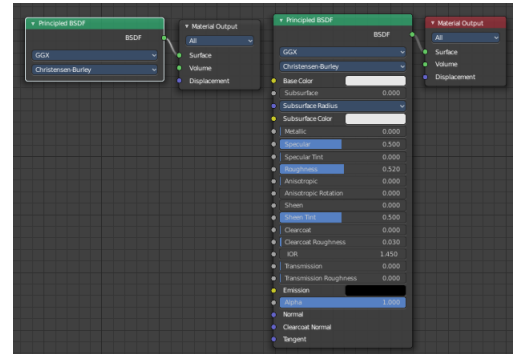
Makes the current selected node active or inactive. This feature does not work with the material output node.

Toggle Node Preview

No idea. It is not to find out what gets previewed under what circumstances. And the feature is not to find in the Blender manual.

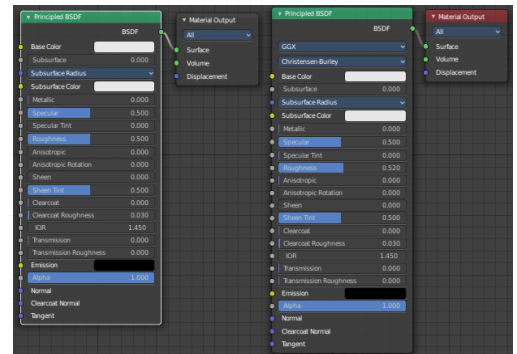
Toggle Hidden Node Sockets

Shows or hides the node sockets.



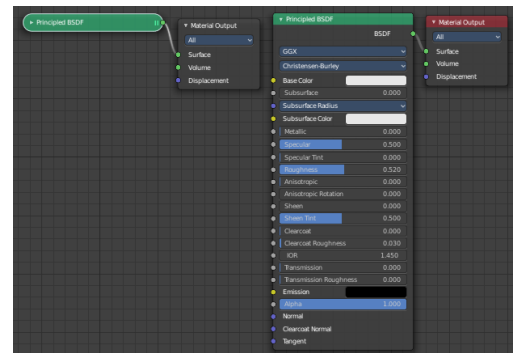
Toggle Node Options

Shows or hides the node options.



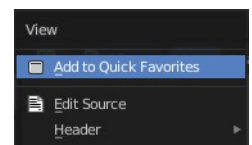
Collapse and Hide Unused Sockets

Shows or hides unused sockets.



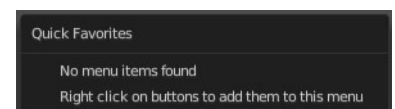
Quick Favourites menu

When you right click at a menu or a button, then a right click menu will open. Tools have usually a Add to Quick Favourites menu entry.



The Quick Favourites Menu is empty by default. With Add to Quick favourites you can add this menu to the Quick menu.

In the 3D view we have a menu called Quick in the header, which shows this



content then. In the Image Editor you can just call it with its hotkey. Q. It has no regular menu entry here.