

11.1.7 Editors - Shader Editor - Header - Add Menu - Output

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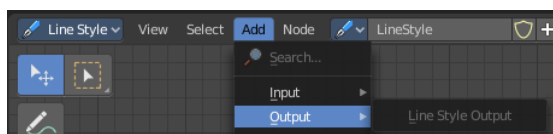
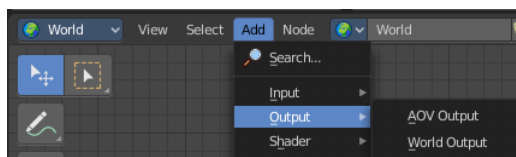
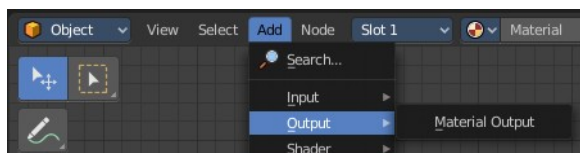
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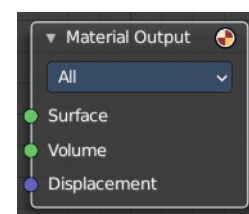
Add menu - Output

The output section contains the different output nodes. The content is different for the sub modes Object, World and Line Style.



Material Output

The Material Output node is used to output surface material information to a surface object. It is what goes to the render engine then.



Inputs

Surface

Shading for the surface of the object.

Volume

Shading for the volume inside the object.

The types of volume shaders are:

Emission shader.

Volume Absorption shader.

Volume Scatter shader.

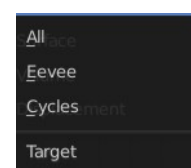
Displacement

Used to create bump mapping or actual subdivided displacement.

Properties

Target

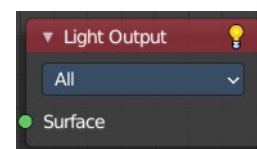
Choose which renderer the output should go to.



Light Output

Cycles Only

Outputs light information to a light object.



Inputs

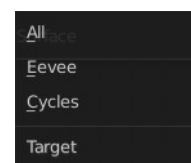
Surface

The shading for the surface of the light object.

Properties

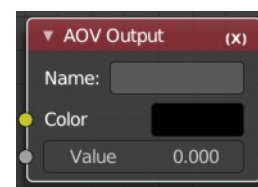
Target

What render engine to use. By default shaders are shared between Cycles and Eevee. By using multiple output nodes specialized shader setups can be created for each.



AOV Output

Shader AOVs (Arbitrary Output Variables) provide custom render passes for arbitrary shader node components. As an artist this can be a good way to debug or tweak very fine details of a scene in post processing. To use shader AOVs create the pass in the Shader AOV panel then reference that pass with the AOV Output shading node. Shader AOVs can be added or removed in the Shader AOV panel.



Tip! The AOV Output node can be used in Material and World shader nodes.

Inputs

Color

Output a color variable; as the name suggest can be used for a color but also a normal value.

Value

Output a single numerical value.

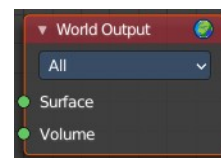
Properties

Name

The name of the render pass to assign the input value to. This property is the same Name that is specified in the Shader AOV panel.

World Output

Shader type World. The World Output node is used to output light a color information to the scene's World.



Inputs

Surface

The appearance of the environment, usually preceded by a Background shader.

Volume

Used to add volumetric effects to the world. See the shaders Volume Absorption and Volume Scatter for more information.

Note

It is not possible to have an HDR and volumetric due to the fact that HDR's are assumed to be an infinite distance from the camera.

Line Style Output

Shader Type Line Style

Inputs

Color

The input color.

Color factor

The factor for the color.

Alpha

Alpha channel information.

Alpha Factor

The factor for the alpha channel.



Properties

Blending Mode

Choose the Blending mode.

Clamp

Clamp the result to the range between 0 and 1.