



13.1.1 Editors - Shader Editor - Header - Tools and Options

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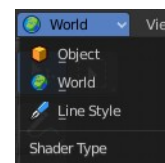
Introduction

The header in the Shader editor contains various menus and tools. This chapter here is about the tools, modes and options elements in the header.

The text menus are covered in a own chapter each. They vary too much, dependent of mode and object type.

Shader Type Drop-down Box

The Mode drop-down box allows you to switch between the different shader type modes. An object has a different set of available shaders than the world or a line style shading.



Object

In this mode you work with the scene objects and its materials.

World

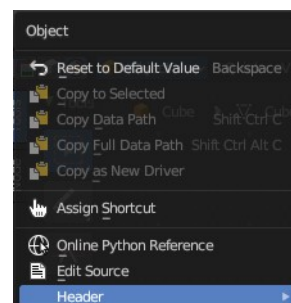
In this mode you work with the world settings. HDRI's for example.

Line Style

In this mode you work with Freestyle renderer materials.

Object Context menu

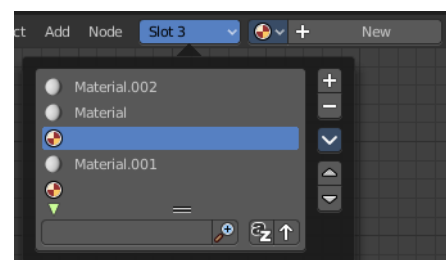
When you right click at the dropdown box then you will reveal the Object context menu.



Slot

This element just exists in Object mode.

The Slot menu displays the assigned material(s) at the current active mesh. It can be used to select the active material on the active object. And to select or assign materials to different mesh parts of the same object.



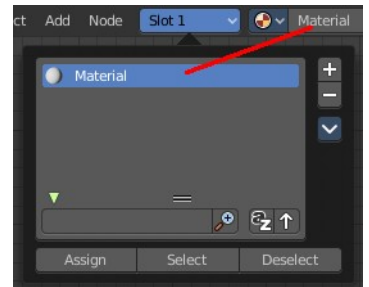
When you add a material by clicking at the new button in the material prop, or by choosing another material from the materials browser, then it is usually also added or changed in the slot system in the current position.

List of materials

The list of materials in the slot list.

Add Material Slot

Adds a new material slot. When you do this manually then this slot will be empty.

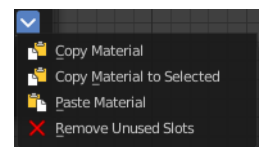


Remove Material Slot

Remove the selected material slot. The removed material will not longer be part of the currently active mesh.

Copy and Paste menu

Copy and paste materials. But just at the current active mesh. Means in Edit Mode.



Copy Material

Copies the currently selected material

Copy Material to Selected

Copies the currently selected material, and pastes it to the selection

Paste Material

Pastes the material.

Remove unused Slots

Clean up unused slots.

Move Material Up / Down

Moves the selected material up or down in the list.

Assign

This button appears when you are in Edit mode in the 3D view. Assign the selected material to the selected geometry.

Select

This button appears when you are in Edit mode in the 3D view. Select the geometry where this material is assigned to.

Deselect

This button appears when you are in Edit mode in the 3D view. Deselects the geometry where this material is assigned to.

Search Field

When you click at the little triangle button below the list then you can reveal a search element. The buttons should be self explaining. So we won't go into detail here.



Material Prop

Create a new material, and see a list of the available materials in the scene.

Material Browser

The list of available materials in the scene.

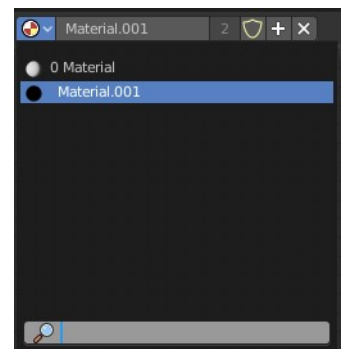
New

Creates a new material.

Material edit box

The name of the current active material. Here you can also rename the material.

Note that the name and available materials differs, dependent in which mode you are. In Object mode you will see the object materials. In World mode the world materials. And in Line Style mode the materials for Freestyle rendering.



Number of Users

Number of users that this material has. See Fake user.

Fake User

With this button you assign a fake user to this selected image.

Data, like images, that is not longer linked to anything else gets removed when you save and reload a scene. Bforartists has the concept of fake users to go around this behavior. An image with a fake user is in fact linked to something. And so it is not lost when you save and reload the scene.

Clear Asset

When you have marked the material as asset, then the fake user button is replaced by a Clear Asset button. It allows you to clear the asset.

New

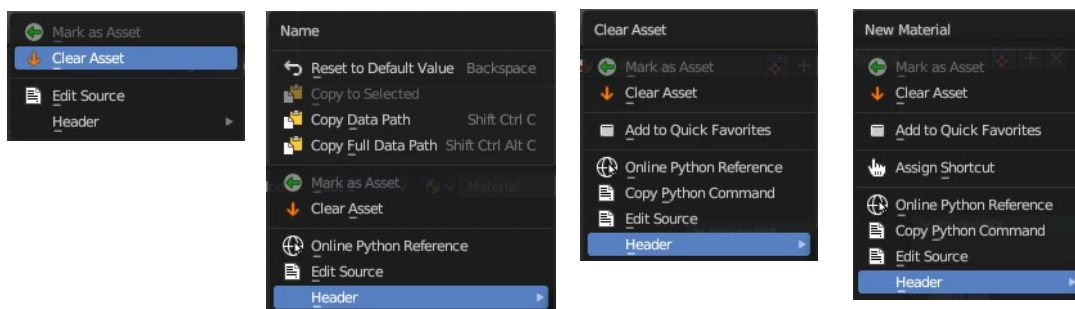
Creates a new material.

Remove

Removes the material. To delete it completely you need to purge it. See Fake user.

Right Click menus

When you right click at the material property then you will reveal context menus with different content, dependant of where you click. Most of the content is explained in chapter 6, the general right click menu functionality. The rest should be self explaining.



Options

At the right side you will see some options.



Use Nodes

The Use Nodes setting is mostly a legacy setting and should always be checked for materials.

Pin (pin icon)

The pin button will keep the current material selection fixed. When a material is pinned, it will remain visible in the shader editor even when another object or material is selected elsewhere.

Parent Node Tree

Grouping nodes can simplify a node tree by allowing instancing and hiding parts of the tree. Both material and composite nodes can be grouped. This button becomes active when you work with such grouped nodes, and you are in a child group. it allows you to switch to the parent group.

Snap

Activates snapping. When the tool is activated, then you will also reveal the snap settings where you can choose different snap methods.

