13.3.1 Editors - Shader Editor - Sidebar - Item Tab

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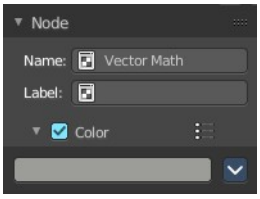
Item Tab - Node Panel

In this panel you can give nodes and node groups a name and a label, and change its color.



Name

The type of the node.

Label

The label name of the node.

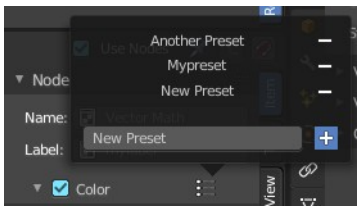
Color sub menu

Color checkbox

The Color checkbox turns custom color on or off.

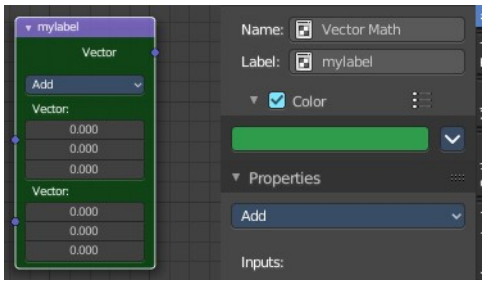
Presets

Store some color presets and reuse them. They are stored globally, and transfers to other blend files.

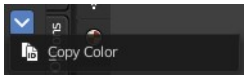


Color

Choose a custom color. A click at the color field will open a color picker.



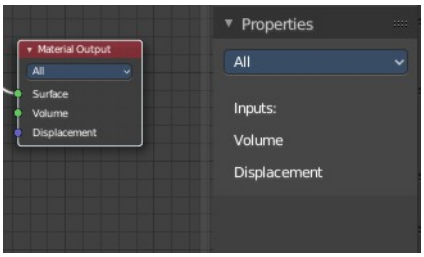
Node color specials



Copy Color

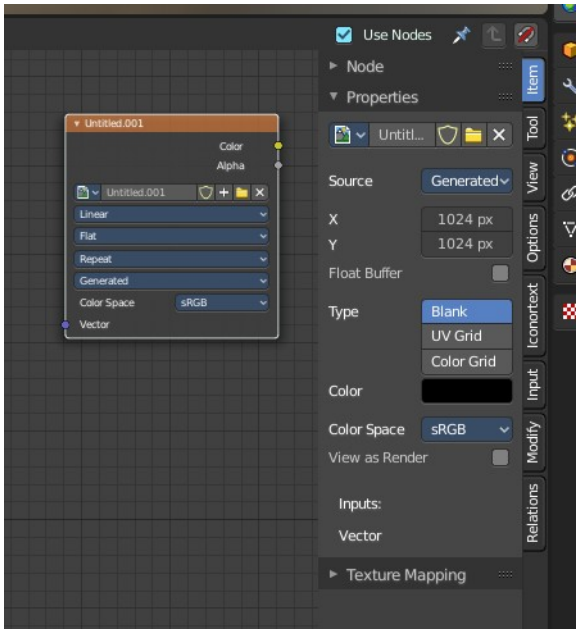
Allows you to copy the color.

Item Tab - Properties Panel



This panel shows usually the same properties than the properties at the node. These properties are already explained in the Add menu chapters. So we won't repeat them here.

But there are exceptions like the Image node. Here the Properties panel shows much more options than at the node. It shows all the possible image settings. We will explain the extra options here.



Item Tab - Properties Panel with Image node

This tab contains image related settings. Size, type, and so on.

Image Property

Load an image and / or switch to other images.

From left to right ...

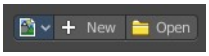
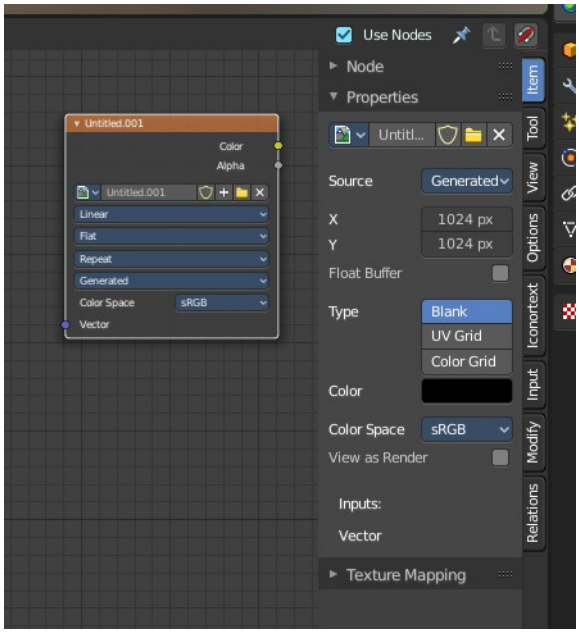


Image Browser

This is a list of the images in the scene. This list allows you to switch to other images.



New / Open

When nothing is loaded then you will see the New / Open buttons to load a new image, or to create a new one.

Image Edit Box

Read the name of the currently selected image. And you can rename the image here too.

Fake User

Wit 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.

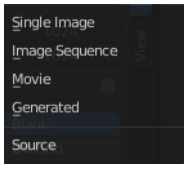
Open Image

Load an image

Remove

Delete the image.

Source



Choose the image type. This type gets usually automatically set. When you create a new image, then this image is generated. When you load an image then the Source switches to Single Image.

Generated images does not have a path.

Source Type Generated

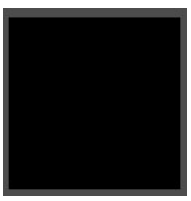
X / Y

The image width and height.

Float Buffer

Use a floating point buffer. 8 Bit images uses integers. 32 Bit works with floats.

Generated Type Blank



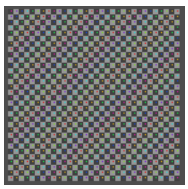
This type displays an image with one blank color

Color

The color of the blank image.

Generated Type UV Grid

This type displays a with a black and white checker texture but colored dots.

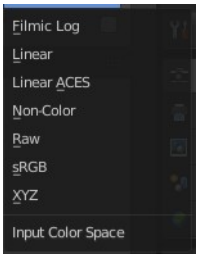


Generated Type Color Grid

This type displays a with a colored checker texture with numbers.

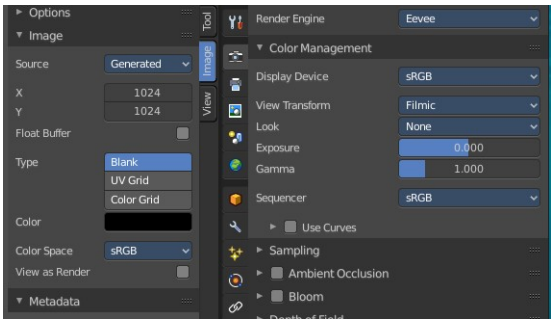
Color Space

Choose the color space type for the image.

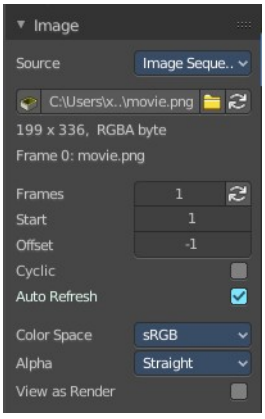


View as Render

Displays the image with the color management settings.



Source Type Movie + Image Sequence



Path edit box

Pack

With this button you can pack the movie or the image sequence into the blend file. It gets packed when you

save the blend file the next time.

Path edit box
See and edit the path to your movie or image sequence files.

Open
Open a new movie or image sequence files. A file dialog will appear.

Refresh
Reread the movie or image sequence files.

Info string
Some information about the currently loaded movie. Frames, resolution and color space.

Frames
The number of frames of the movie or image sequence.

Match Movie Length
Set Users Image Length to the one of this video.

Start
The start frame of the movie or image sequence

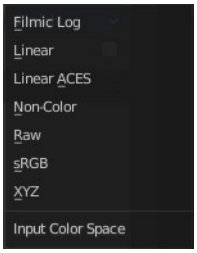
Offset
Offset the number of the frame to use in the animation. -1 means off.

Cyclic
Cycle the images in the movie.

Auto Refresh
Always refresh image on frame changes.

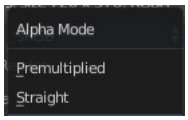
Deinterlace
Deinterlace the movie file on load.

Color Space
Choose the color space type for the movie or image sequence files.



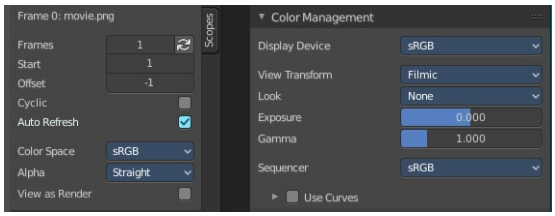
Alpha

Choose the alpha channel mode. Straight or Premultiplied.

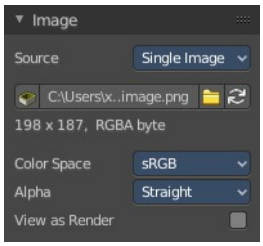


View as Render

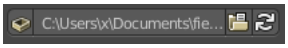
Display the image with using the color management settings.



Source Type Single Image



Path edit box



Pack

With this button you can pack the movie or the image sequence into the blend file. It gets packed when you save the blend file the next time.

Path edit box

See and edit the path to your movie or image sequence files.

Open

Open a new movie or image sequence files. A file dialog will appear.

Refresh

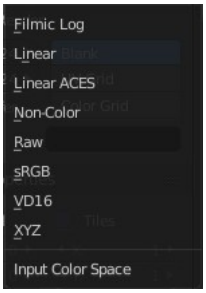
Reread the movie or image sequence files.

Info string

Some information about the currently loaded image. Resolution and color space.

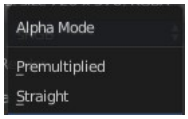
Color Space

Choose the color space type for the movie or image sequence files.



Alpha

Choose the alpha channel mode. Straight or Premultiplied.



View as Render

Display the image with using the color management settings.

Source Type Udim

UDIM is an enhancement to the UV mapping and texturing workflow. And does not belong here. But in the UV Editor. It is just in the list because it shares the same menus with the UV Editor.