



13.3.1 Editors - Shader Editor - Sidebar - Node Tab

Table of content

Node Tab - Node Panel.....	2
Name.....	2
Label.....	2
Color sub menu.....	2
Color checkbox.....	2
Presets.....	2
Color.....	2
Node color specials.....	3
Copy Color.....	3
Node Tab - Properties Panel.....	3
Node Tab - Properties Panel with Image node.....	3
Image Property.....	4
Image Browser.....	4
New / Open.....	4
Image Edit Box.....	4
Fake User.....	4
Open Image.....	4
Remove.....	4
Source.....	4
Source Type Single Image.....	4
Path edit box.....	5
Pack.....	5
Path edit box.....	5
Open.....	5
Refresh.....	5
Color Space.....	5
Alpha.....	5
Half Float Precision.....	5
View as Render.....	5
Seam Margin.....	5
Source Type Movie + Image Sequence.....	6
Path edit box.....	6
Pack.....	6
Path edit box.....	6
Open.....	6
Refresh.....	6
Info string.....	6
Frames.....	6
Match Movie Length.....	6
Start.....	6
Offset.....	6
Cyclic.....	6
Auto Refresh.....	7
Deinterlace.....	7
Color Space.....	7
Alpha.....	7
Half Float Precision.....	7

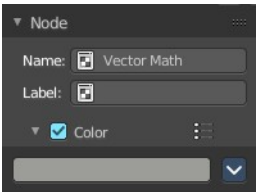
View as Render.....	7
Seam Margin.....	7
Source Type Generated.....	7
X / Y.....	7
Float Buffer.....	7
Generated Type Blank.....	8
Color.....	8
Generated Type UV Grid.....	8
Generated Type Color Grid.....	8
Color Space.....	8
Half Float Precision.....	8
View as Render.....	8
Seam Margin.....	8
Source Type Udim.....	8
Info string.....	9
Color Space.....	9
Alpha.....	9
Half Float Precision.....	9
View as Render.....	9
Seam Margin.....	9

Node 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.



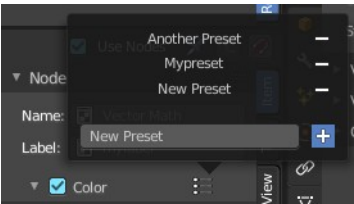
Color sub menu

Color checkbox

The Color checkbox turns custom color on or off.

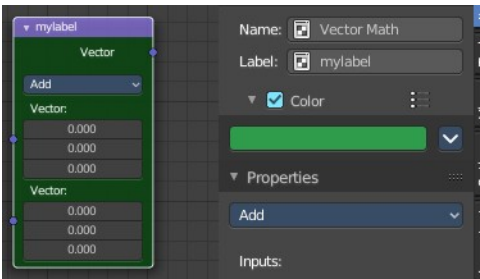
Presets

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



Color

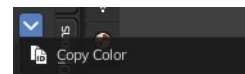
Choose a custom color. A click at the color field will open a color picker.



Node color specials

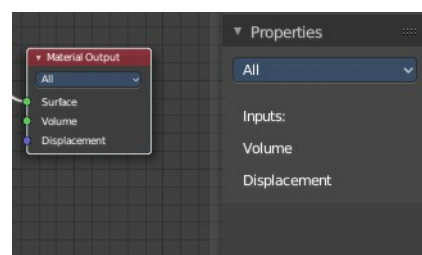
Copy Color

Allows you to copy the color.

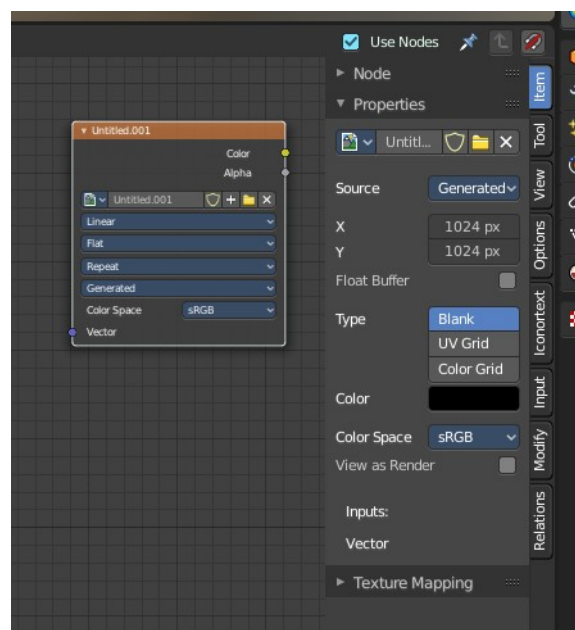


Node Tab - Properties Panel

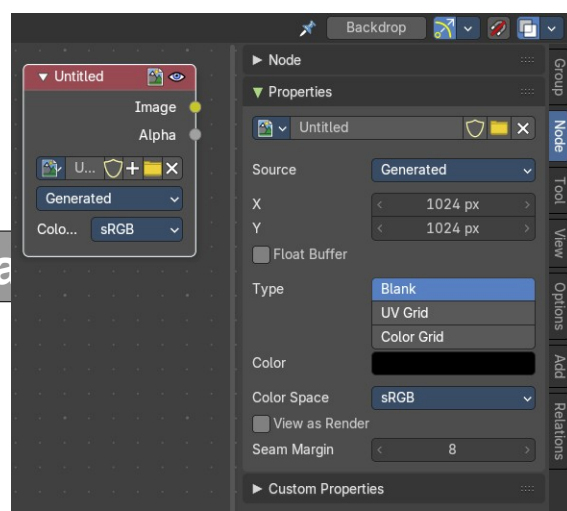
This panel shows usually the same properties than the properties at the node. These properties are already explained in the Add menu chapters. So we won't repeat them here.



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.



Node Tab - Properties Panel with Image



Contains image related settings. Size, type, and so on.

Image Property

Load an image and / or switch to other images.

From left to right ...

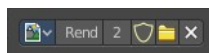
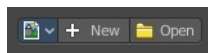


Image Browser

This is a list of the images in the scene. 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

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

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.

Open Image

Load an image

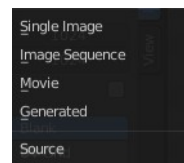
Remove

Delete the image.

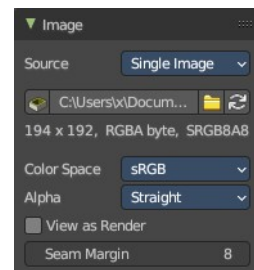
Source

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.

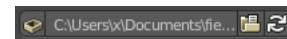


Source Type Single Image



#

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

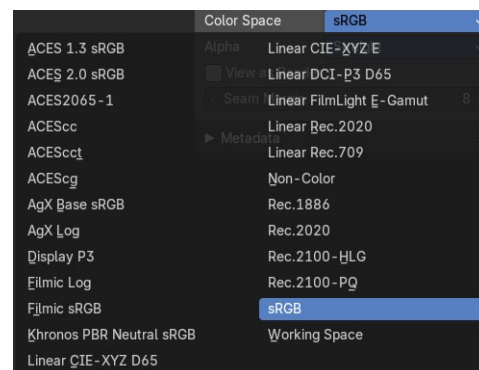
Open a new movie or image sequence files. A file dialog will appear.

Refresh

Reread the movie or image sequence files.

Color Space

The color space for the image.



Alpha

How to calculate the alpha channel.

Half Float Precision

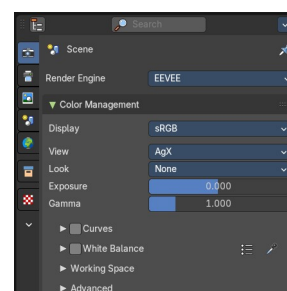
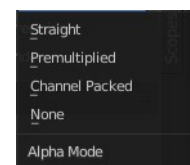
Just with image material that uses 32 bit float. Use just 16 Bit per channel instead of the full 32 bit. This lowers the memory usage while rendering.

View as Render

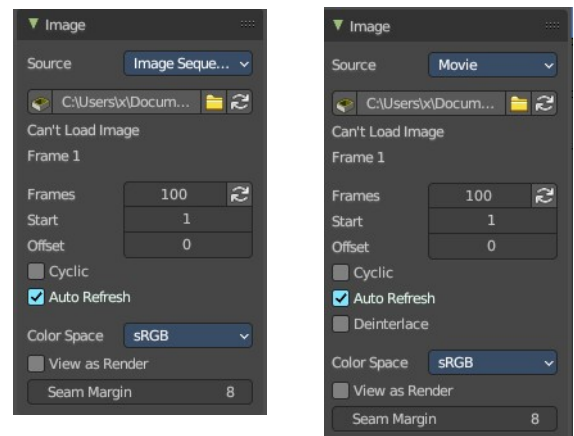
Display the image with using the color management settings. The color management can be adjusted in the properties editor in the Render tab.

Seam Margin

This option belongs to the UV Editor, and has no effect in the Image editor. Take a margin into account when fixing UV seams during painting.



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

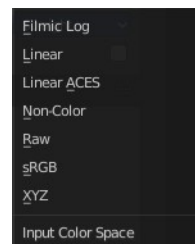
Always refresh image on frame changes.

Deinterlace

Deinterlace the movie file on load.

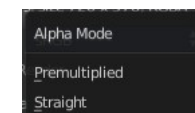
Color Space

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



Alpha

Choose the alpha channel mode. Straight or Premultiplied.

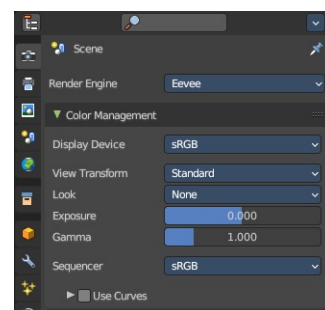


Half Float Precision

Just with image material that uses 32 bit float. Use just 16 Bit per channel instead of the full 32 bit. This lowers the memory usage while rendering.

View as Render

Display the image with using the color management settings. The color management can be adjusted in the properties editor in the Render tab.



Seam Margin

This option belongs to the UV Editor, and has no effect in the Image editor. Take a margin into account when fixing UV seams during painting.

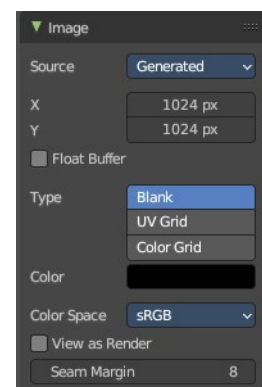
Source Type Generated

X / Y

The image width and height.

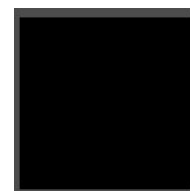
Float Buffer

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

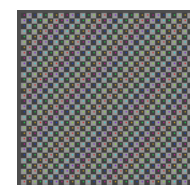


Color

The color of the blank image.

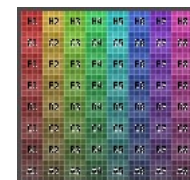
Generated Type UV Grid

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



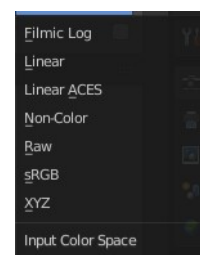
Generated Type Color Grid

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



Color Space

Choose the color space type for the image.

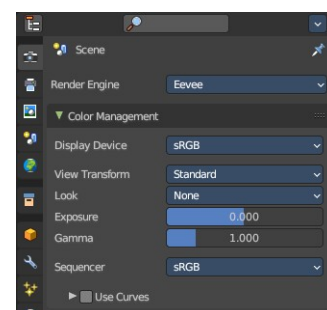


Half Float Precision

Just with image material that uses 32 bit float. Use just 16 Bit per channel instead of the full 32 bit. This lowers the memory usage while rendering.

View as Render

Display the image with using the color management settings. The color management can be adjusted in the properties editor in the Render tab.

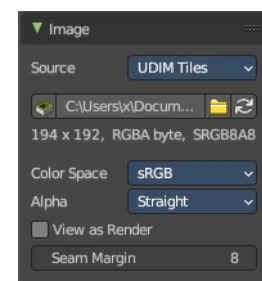


Seam Margin

This option belongs to the UV Editor, and has no effect in the Image editor. Take a margin into account when fixing UV seams during painting.

Source Type Udim

UDIM is an enhancement to the UV mapping and texturing workflow. And does not



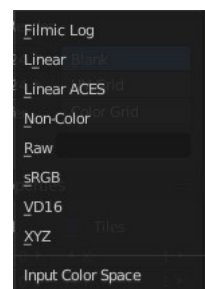
belong here. But in the UV Editor. It is just in the list because it shares the same menus with the UV Editor.

Info string

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

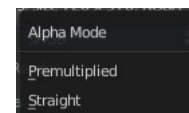
Color Space

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



Alpha

Choose the alpha channel mode. Straight or Premultiplied.

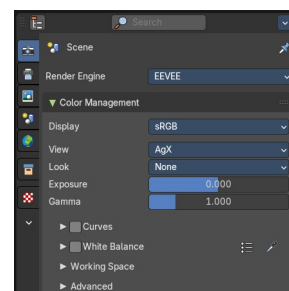


Half Float Precision

Just with color space sRGB. Use just 16 Bit per channel instead of the full 32 bit. This lowers the memory usage while rendering.

View as Render

Display the image with using the color management settings. The color management can be adjusted in the properties editor in the Render tab.



Seam Margin

This option belongs to the UV Editor, and has no effect in the Image editor. Take a margin into account when fixing UV seams during painting.