Документация по узлам в Unreal Material Editor:

https://docs.unrealengine.com/latest/INT/Engine/Rendering/Materials/ExpressionReference/

Документация по узлам для ShaderForge:

http://acegikmo.com/shaderforge/nodes/

Документация по узлам для ASE:

http://wiki.amplify.pt/index.php?title=Unity_Products:Amplify_Shader_Editor/Nodes