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Sheen BSDF

Cycles Only

The *Sheen BSDF* is used to add reflection to materials that have micro surface details such as cloth or dust. This shader is intended to be layered on top of other shaders such as [dielectric](#) or metallic shader setups.

Inputs

Color

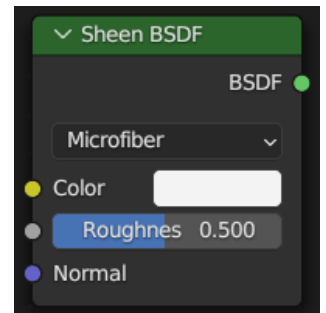
Color of the surface, or physically speaking, the probability that light is reflected for each wavelength.

Roughness

Controls the amount of color that is reflected back to the camera, higher values reflect more color and can give a dusty appearance, while lower values look fuzzy and darker.

Normal

Normal used for shading; if nothing is connected the default shading normal is used.



Properties

Distribution

Sheen shading model.

Ashikhmin:

Classic Ashikhmin velvet, used in Blender versions prior to 4.0

Microfiber:

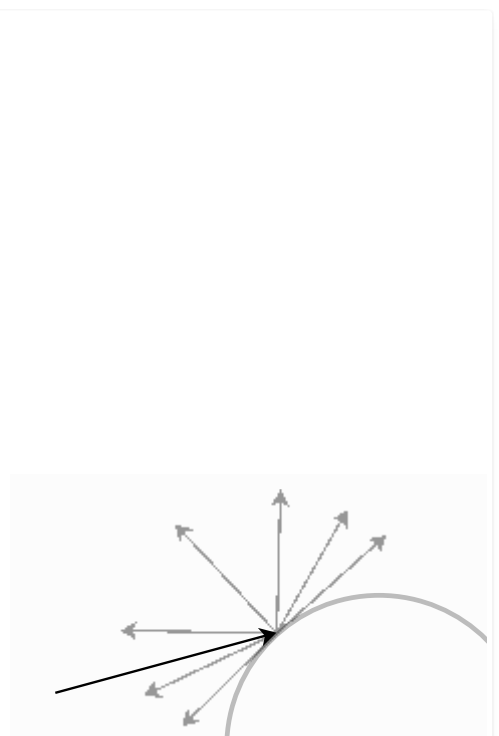
Microflake-based model of multiple scattering between normal-oriented fibers.

Outputs

BSDF

Standard shader output.

Examples





The Sheen shader example.



The Sheen shader behavior.

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