

Checker Texture Node

The *Checker Texture* is used to add a checkerboard texture.



Inputs

Vector

Texture coordinate to sample texture at; defaults to Generated texture coordinates if the socket is left unconnected.

Warning

This node can have precision issues with some vector inputs. See the notes for the [White Noise Texture](#) for ways to mitigate this issue.

Color1, Color 2

Color of the checkers.

Scale

Overall texture scale. The scale is a factor of the bounding box of the face divided by the scale. For example, a scale of 15 will result in 15 alternating patterns over the overall UV bounding box. Different patterns could be achieved using other nodes to give different input patterns to this socket. For example, using the Math Node.

Properties

This node has no properties.

Outputs

Color

Texture color output.

Factor

Checker 1 mask (1 = Checker 1).

Examples



Default Checker texture.