

Gradient Texture Node

The *Gradient Texture* node generates interpolated color and intensity values based on the input vector.



Inputs

Vector

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

Properties

Gradient Type

Controls the type of gradient generated.

Linear:

Directly outputs the input X coordinate.

Quadratic:

Interpolates the input X coordinate quadratically.

Easing:

Uses a combination of quadratic and linear interpolation to generate a smooth gradient from the input X coordinate.

Diagonal:

Averages the input X and Y coordinates.

Spherical:

Creates an inverse gradient using the length of the input vector; the maximum value is at (0, 0, 0).

Quadratic Sphere:

The same as Spherical, except interpolated quadratically.

Radial:

Outputs a value based on the angle of the input around the Z axis.

Outputs

Color

Texture color output.

Factor

Texture intensity output.

Examples



Gradient texture using object coordinates.

