Diffuse BSDF

The *Diffuse* <u>BSDF</u> node is used to add Lambertian and Oren-Nayar diffuse reflection.

Inputs

Color

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

Roughness Cycles Only

Surface roughness; 0.0 gives standard Lambertian reflection, higher values activate the Oren-Nayar BSDF.

Normal

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

Properties

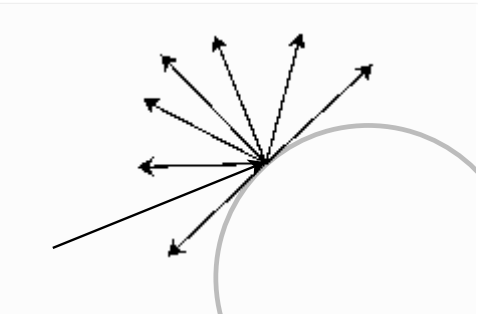This node has no properties.

Outputs

BSDF

Standard shader output.

Examples

Lambertian reflection.

Diffuse shader behavior.

Oren-Nayar reflection.