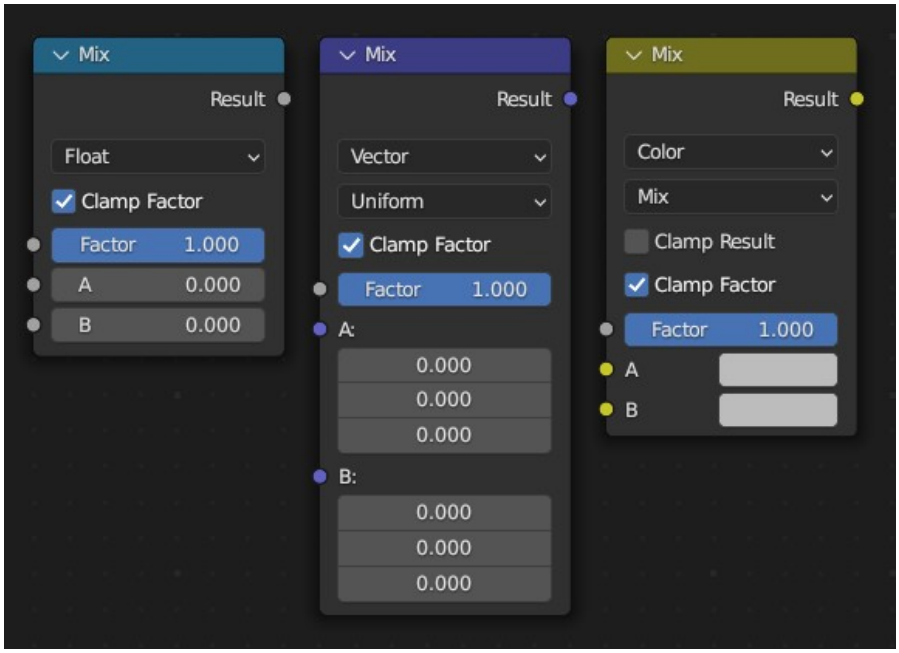
Skip to content

Mix Color Node

The *Mix Node* mixes values, colors and vectors inputs using a factor to control the amount of interpolation. The *Color* mode has additional blending modes.



Inputs

Factor

Controls the amount of mixing between the A and B inputs.

A/B

The two inputs that are mixed together.

Properties

Data Type

The data type that is used for mixing. The node supports float, vector, color, and rotation data types.

Factor Mode (Vector only)

The factor mode can be set to *Uniform* and *Non-Uniform*. In uniform mode, a single float controls the factor. In non-uniform mode, a vector controls the factor for each XYZ channel separately.

Mix (Color only)

The Blend modes can be selected in the select menu. See Color Blend Modes for details on each blending mode.

Add, Subtract, Multiply, Screen, Divide, Difference, Darken, Lighten, Overlay, Color Dodge, Color Burn, Hue, Saturation, Value, Color, Soft Light, Linear Light

Clamp Factor

Limit the factor value between 0.0 and 1.0. If this option is unchecked then the node operates using *Extrapolation*.

Clamp Result (Color only)

Limit the Result to the range between 0.0 and 1.0.

Outputs

Result

Output the result of the mix using the data type selected.

Examples

See the Color > Mix page for additional examples: Mix Color Node

Made with Furo
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