# Skip to content Tangent Node

The Tangent node generates a tangent direction for the Anisotropic BSDF.

### **Inputs**

This node has no inputs.

# **Properties**

#### **Direction Type**

The tangent direction can be derived from a cylindrical projection around the X, Y, or Z axis (radial), or from a manually created UV Map for full control.

# **Outputs**

#### **Tangent**

The tangent direction vector.

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Texture Coordinate No