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.

View Source
View Translation
Report issue on this page