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Layer Weight Node

The *Layer Weight* node outputs a weight typically used for layering shaders with the *Mix Shader* node.



Inputs

Blend

Bias the output towards all 0 or all 1. Useful for uneven mixing of shaders.

Normal

Input meant for plugging in bump or normal maps which will affect the output.

Properties

This node has no properties.

Outputs

Fresnel

Dielectric Fresnel weight, useful for example for layering diffuse and glossy shaders to create a plastic material. This is like the Fresnel node, except that the input of this node is in the often more convenient 0.0 to 1.0 range.

Facing

Weight that blends from the first to the second shader as the surface goes from facing the viewer to viewing it at a grazing angle.

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