Vector Curves Node

The Vector Curves node maps an input vector components to a curve.

Use this curve node to slow things down or speed them up from the original scene.

Inputs

In the shader context the node also has an additional Factor property.

Factor

Controls the amount of influence the node exerts on the output vector.

Vector

Standard vector input.

Properties

Channel

X, Y, Z

Curve

For the curve controls see: Curve widget.

Outputs

Vector

Standard vector output.