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Hair BSDF

Cycles Only

The *Hair BSDF* node is used to add shading for [Hair](#).

Inputs

Color

Color of the hair.

Offset

Controls the way the light is rotated (angular shift) for the reflection/transmission.



Reflection Offset.



Transmission Offset.

Roughness U/V

Controls the roughness in the direction light is skewed, and perpendicular to it.



Roughness when using the Reflection Component.



Roughness when using the Transmission Component.

Tangent

Input tangent.

Properties

Component

There are two components that can be used to control the look of the hair. Usually you are going to want each of these and use a [Mix Node](#).

Reflection:

The light that bounces off the surface of the hair.

Transmission:

The light that passes through the hair and exits on the other side.



With Mix node: 0 is full Reflection, 1 is full Transmission.

Outputs

BSDF

Standard shader output.

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