Mix Shader

The *Mix* node is used to mix two shaders together. Mixing can be used for material layering, where the *Factor* input may, for example, be connected to a *Blend Weight* node.

Inputs

Shader

Shaders to mix, such that incoming rays hit either with the specified probability in the *Factor* socket.

Factor

Blend weight to use for mixing two shaders; at zero it uses the first shader entirely and at one the second shader.

Properties

This node has no properties.

Outputs

Shader

Standard shader output.

Examples

A mix of a glossy and a diffuse shader makes a nice ceramic material.