

Normal Node

The Normal node generates a normal vector and a dot product.



Inputs

Normal

Normal vector input.

Properties

Normal Direction

To manually set a fixed normal direction vector. **LMB** click and drag on the sphere to set the direction of the normal. Holding **Ctrl** while dragging snaps to 45 degree rotation increments.

Outputs

Normal

Normal vector output.

Dot

Dot product output. The dot product is a scalar value.

- If two normals are pointing in the same direction the dot product is 1.
- If they are perpendicular the dot product is zero (0).
- If they are antiparallel (facing directly away from each other) the dot product is -1.

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