Translucent BSDF

The *Translucent* BSDF is used to add Lambertian diffuse transmission.

Inputs

Color

Color of the surface, or physically speaking, the probability that light is transmitted for each wavelength.

Normal

Normal used for shading; if nothing is connected the default shading normal is used.

Properties
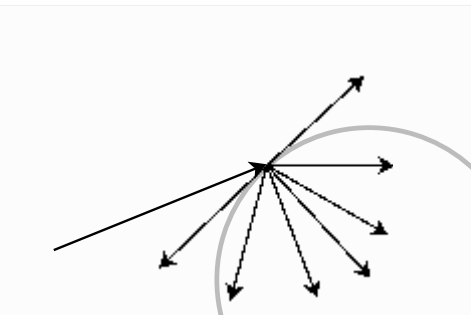
This node has no properties.

Outputs

BSDF

Standard shader output.

Examples

Translucent shader example.

Translucent shader behavior.

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No
Transparent BSDF