Supported Nodes

Most nodes are taken from Cycles. However, some features are missing and may (or may not) be implemented in EEVEE in the future.

See also

Shader Nodes.

EEVEE only Nodes

These nodes are only available if EEVEE is the active render engine. These nodes will not work in Cycles.

Shader to RGB

EEVEE supports the conversion of BSDF outputs into color inputs to make a wide variety of custom shading. This is supported using the Shader to RGl node. This node evaluates the lighting of the BSDFs connected to it just like a *Blended* material and inherits its limitation.

Specular BSDF

This node implements the specular workflow found in other render engines.

Other Nodes Support

If something is not listed here, it is supported.

Shader Nodes

In the general case, shader nodes should behave more or less like in Cycles. So be sure to check out the Cycles section of this manual for that.

See also

Materials.

Although most BSDFs are supported, many of them are approximations and are not feature complete.

Diffuse BSDF
: Roughness is not supported. Only Lambertian diffusion is supported.

Glass / Refraction BSDF
: Only supports GGX and Multiscatter GGX distribution. See Raytracing limitations.

Glossy BSDF
: Only supports GGX and Multiscatter GGX distributions.

Subsurface Scattering
: Random Walk sampling, IOR and Anisotropic are not supported.

Transparent BSDF
: Colored and additive transparency are only compatible with blended modes.

Translucent BSDF
: Does not diffuse the light inside the object. It only lights the object with reversed normals.

Principled BSDF
: Cumulative limitations from Diffuse BSDF, Glossy BSDF, Refraction BSDF and Subsurface Scattering. Anisotropy is not supported. The Sheen layer is a crude approximation.

Volume Absorption
: See Volume Limitation.

Volume Scatter

The anisotropy parameter will be mixed and averaged for all overlapping volumetric objects, which is not physically correct and differs from Cycle
Also see Volume Limitation.

Principled Volume

Same as Volume Scatter. See Volume Limitation.

Holdout

Partially supported, using dithered mode may give incorrect results.

Anisotropic BSDF

Not supported.

Toon BSDF

Not supported.

Hair BSDF

Not supported.

Sheen BSDF

Not supported.

Principled Hair BSDF

Not supported.

Input Nodes

Ambient Occlusion

The *Only Local* option is not supported.

Geometry

Pointiness is not supported.

Random per Island

Random per Island is not supported.

Attribute

Defaults to active UV layer. Only "density", "color", "flame" and "temperature" built-in Geometry attributes are supported. UVs and Color Attributes are supported. Only up to 8 Object or Instancer attributes per material (both types share the same limit), and 512 View Layer attributes per scene are supported.

Bevel

Not supported.

Curves Info

The Random output uses a different RNG algorithm. Range and statistical distribution of the values should be the same but the values will be different.

Light Path

EEVEE has no real concept of rays. But in order to ease the workflow between Cycles and EEVEE some of the outputs are only supported in particular cases. This node makes it possible to tweak indirect lighting in the shader.

- *Is Camera*: Supported.
- *Is Shadow*: Supported.
- *Is Diffuse*: Set to 1.0 when baking light probe volume. Otherwise is set to 0.0.
- *Is Glossy*: Set to 1.0 when baking light probe sphere or plane. Otherwise is set to 0.0.
- *Is Singular*: Not supported. Same as Is Glossy.
- *Is Reflection*: Not supported. Same as Is Glossy.
- *Is Transmission*: Not supported. Same as Is Glossy.
- *Ray Length*: Not supported. Defaults to 1.0.
- *Ray Depth*: Not supported. Defaults to 0.0

- *Ray Depth*: Not supported. Defaults to 0.0.
- *Diffuse Depth*: Partially supported. Set to 1.0 when baking light probe volume. Otherwise is set to 0.0.
- *Glossy Depth*: Partially supported. Set to 1.0 when baking light probe sphere or plane. Otherwise is set to 0.0.
- *Transparent Depth*: Not supported. Defaults to 0.
- *Transmission Depth*: Not supported. Same as Glossy Depth.

> Note
>
> *Is Glossy* does not work with Screen Space Reflections/Refractions but does work with reflection planes (whether used with SSR or not).

Particle Info

Not supported.

Texture Coordinate

From Instancer is not supported.

UV Map

From Instancer is not supported.

Wireframe

Pixel size option does not give exactly the same output as Cycles. The width can be a bit different.

Texture Nodes

Most texture nodes are supported except for the exceptions listed below:

IES Texture

Not supported.

Image Texture

Smart Interpolation always uses Cubic interpolation. Artifact present using Tube or Sphere projection with linear interpolation. This is due to hardware mip-mapping and Anisotropic filtering. This kind of artifact will be also visible if the texture coordinates provided are not continuous. Using Box projection with *Extend type* set to Clip or Extend is not supported. Instead, it will always use Repeat.

Point Density

Not supported.

Sky Texture

In Nishita mode, the *Sun Disc* property is not supported.

Other Nodes

Light Falloff

Not supported.