# Displacement Node

The *Displacement* node is used to displace the surface along the surface normal, to add more detail to the geometry. Both procedural textures and baked displacement maps can be used.

By default, Blender only uses Bump Mapping to render displacement. However with true displacement, the rendered geometry will be physically displaced. To use true displacement the Displacement method must be set accordingly.

---

Tip

For best results when using true displacement, the mesh must be subdivided finely to bring out the detail in the displacement texture.

---

See also

Material Displacement for more details on displacement workflows.

---

## Inputs

**Height**

Distance to displace the surface along the normal. This is where a texture node can be connected.

**Midlevel**

Neutral displacement value that causes no displacement. With the default 0.5, any lower values will cause the surfaces to be pushed inwards, and any higher values will push them outwards.

**Scale**

Increase or decrease the amount of displacement.

**Normal**

Standard normal input.
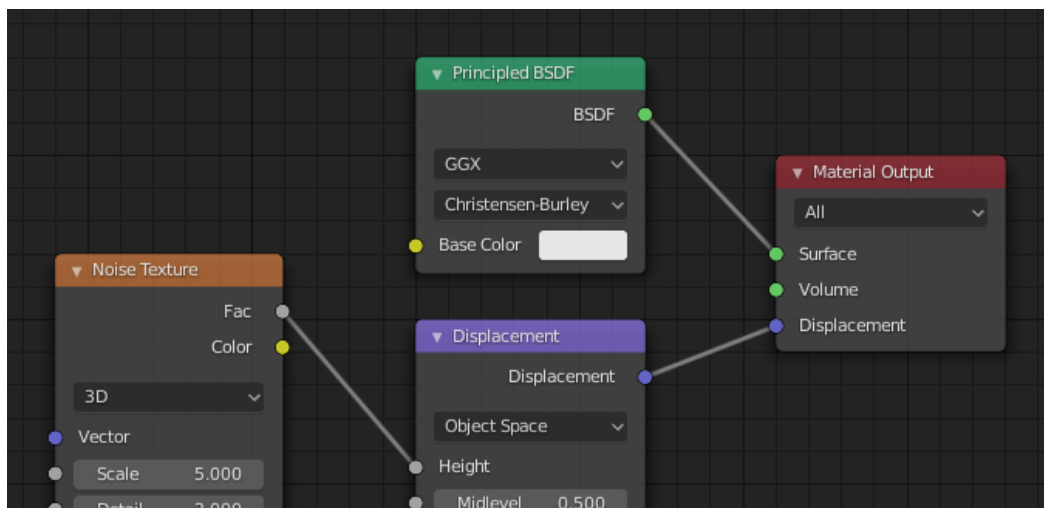
## Properties

**Space**

Object Space means the displacement scales along with the object. When using World Space the object scale is ignored.
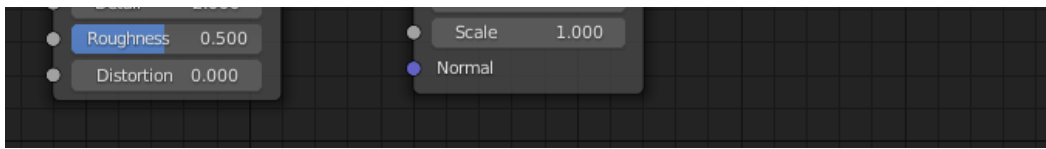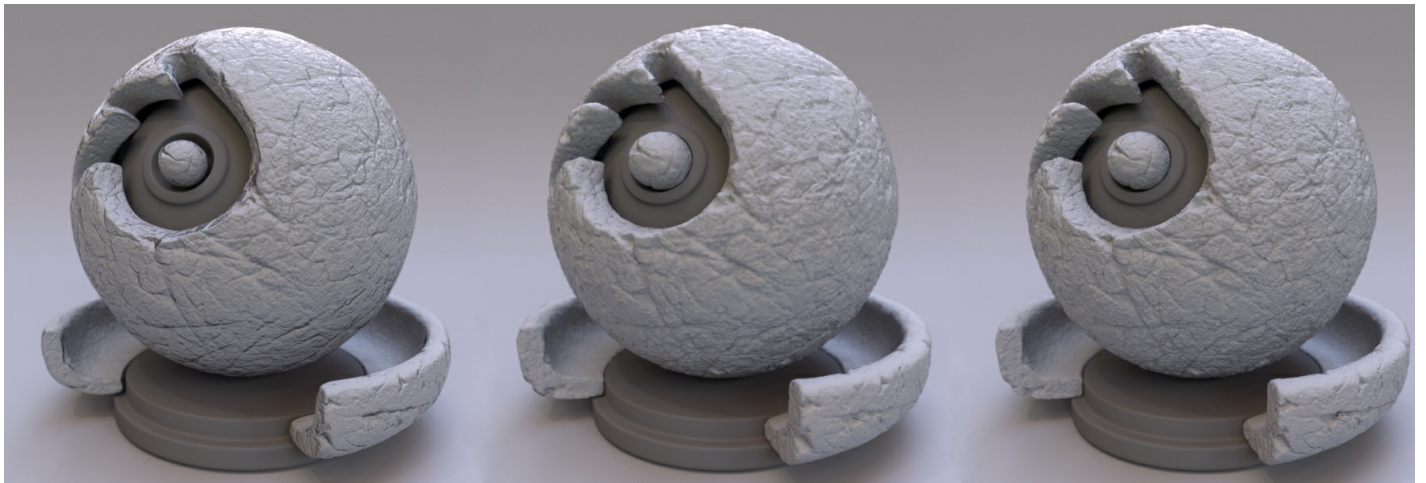
## Outputs

**Displacement**

Displacement offset to be connected into the Material Output.

## Examples

Typical displacement node setup.



Bump only, displacement only, and displacement and bump combined.