

[Skip to content](#)

Refraction BSDF

The *Refraction BSDF* is used to add glossy refraction with sharp or microfacet distribution, used for materials that transmit light. For best results this node should be considered as a building block and not be used on its own, but rather mixed with a glossy node using a Fresnel factor. Otherwise it will give quite dark results at the edges for glossy refraction.

Inputs

Color

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

Roughness

Influences sharpness of the refraction; perfectly sharp at 0.0 and smoother with higher values.

Normal

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

Properties

Distribution

Microfacet distribution to use.

GGX:

GGX microfacet distribution.

Beckmann:

Cycles Only Beckmann microfacet distribution.

Outputs

BSDF

Standard shader output.

Examples



Refraction Shader.

[Previous](#)
[Ray Portal BSDF](#)

Copyright © : This page is licensed under a CC-BY-SA 4.0 Int. License

[Next](#)
[Specular BSI](#)

[View Source](#)
[View Translation](#)
[Report issue on this page](#)

Made with [Furo](#)
Last updated on 2025-05-10