10.2.2.4.4.7 Render - Blender Render Engine - Textures - Texture types - Texture Nodes - Texture Converter Nodes

Texture Convertor Nodes

As the name implies, these nodes convert the colors in the material in some way.

Math

math node

The math node performs one of several math functions on one or two inputs

Clamp
: Clamps the result between 0 and 1.

Add
: Add the two inputs

Subtract
: Subtract input 2 from input 1

Multiply
: Multiply the two inputs

Divide
: Divide input 1 by input 2

Sine
: The sine of input 1 (degrees)

Cosine
: The cosine of input 1 (degrees)

Tangent
: The tangent of input 1 (degrees)

Arcsine
: The arcsine (inverse sine) of input 1 (degrees)

Arccosine

The arccosine (inverse cosine) of input 1 (degrees)

Arctangent
The arctangent (inverse tangent) of input 1 (degrees)

Power
Input 1 to the power of input 2 (input1^input2)

Logarithm
log base input 2 of input 1

Minimum
The minimum of input 1 and input 2

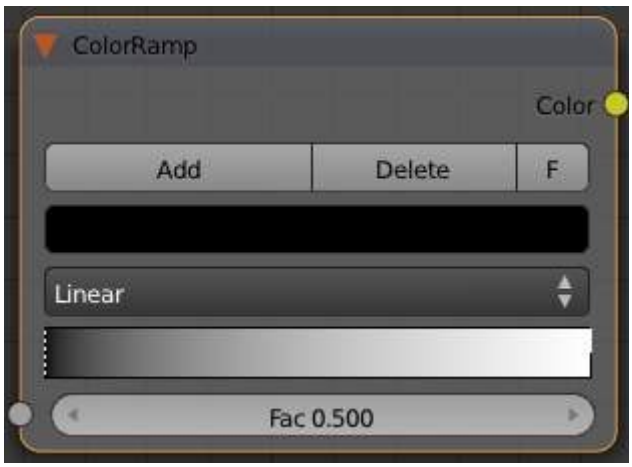
Maximum
The maximum of input 1 and input 2

Round
Rounds input 1 to the nearest integer

Less Than
Test if input 1 is less than input 2, returns 1 for true, 0 for false

Greater Than
Test if input 1 is greater than input 2, returns 1 for true, 0 for false

ColorRamp Node



ColorRamp Node

The ColorRamp Node is used for mapping values to colors with the use of a gradient. It works exactly the same way as a *Colorband for textures and materials*, using the Factor value as a slider or index to the color ramp shown, and outputting a color value and an alpha value from the output sockets.

By default, the ColorRamp is added to the node map with two colors at opposite ends of the spectrum. A completely black black is on the left (Black as shown in the swatch with an Alpha value of 1.00) and a whitewash white is on the right.

See Color Ramp Widget for editing info.

RGB to BW Node

RGB to BW Node

This node converts a color image to black-and-white by computing the luminance of the rgb values.

Value to Normal

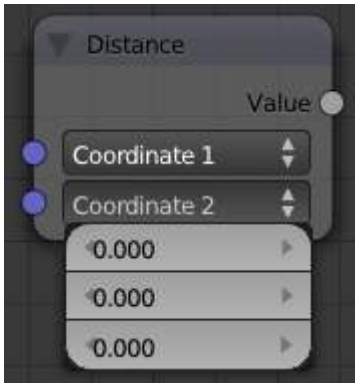
Value to Normal node

Computes a normal map based on greyscale values of an input

Val
: The texture to compute the normal map from

Nabla
: Size of derivative offset used for calculating normals.

Distance



Distance node. Coordinate 2 dropdown is displayed

Computes the distance between two 3d coordinates.