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Distort Nodes

These nodes allow you to change the mapping of a texture.

Rotate



Rotate node

Rotate the texture coordinates of an image or texture.

Turns

The number of times to rotate the coordinates 360 degrees about the specified axis.

Axis

The axis to rotate the mapping about

Translate



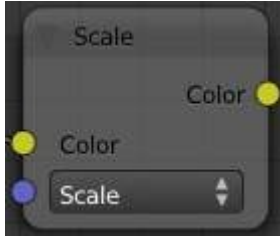
Translate node

Translate the texture coordinates of an image or texture.

Offset

The amount to offset the coordinates in each of the 3 axes.

Scale



Scale node

Scale the texture coordinates of an image or texture.

Scale

The amount to scale the coordinates in each of the 3 axes.

At



At node

Returns the color of a texture at the specified coordinates. If the coordinates are not spatially varying, the node will return a single color.

Coordinates

The point at which to sample the color. For images, the space is between -1 and 1 for x and y.