

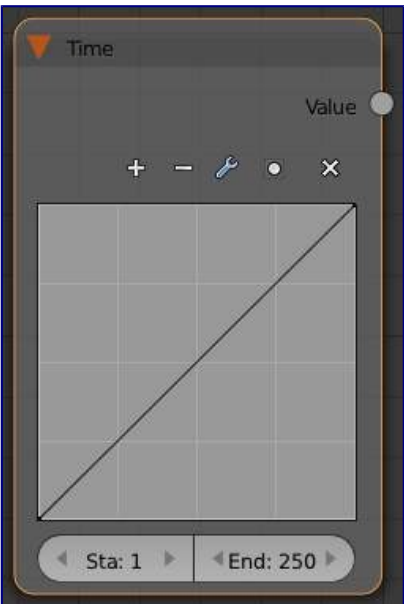
# 10.2.2.4.4.2 Render - Blender Render Engine - Textures - Texture types - Texture Nodes - Input Nodes

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## Input Nodes

Input nodes provide input data for other nodes.

Time



Time node

The time node uses a frame range to output a value between 0 and 1. By default the node output a linear transition from 0 to 1 from frame 1 to 250. The shape of the curve can be manipulated to vary the output over time in different ways.

Plus:Zoom in. Minus:Zoom out Tools:

### Reset View

Resets curve view

### Vector Handle

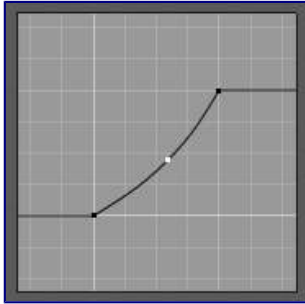
Breaks tangent at curve handle, making a angle.

### Auto Handle

## Default smooth interpolation of curve segments

### Extend Horizontal

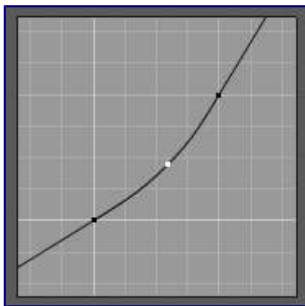
Causes the curve to stay horizontal before the first point and after the last point.



Extend Horizontal

### Extend Extrapolated

Causes the curve to extrapolate before the first point and after the last point, based on the shape of the curve.



Extend Extrapolate

### Reset Curve

Resets shape of curve to original linear shape.

### Clipping Options:

#### Use Clipping

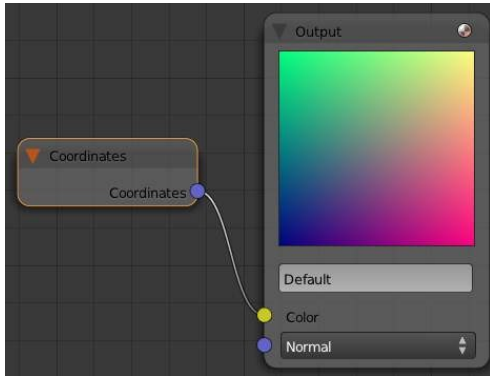
Forces curve points to stay between specified values.

#### Min X/Y and Max X/Y

Set the minimum and maximum bounds of the curve points.

X:Delete curve points. The first and last points cannot be deleted. *X and Y* The coordinates of the selected edit point. *Sta*:Specify the start frame to use. *End*:Specify the end frame to use.

## Coordinates



Coordinates node

The Coordinates node outputs the geometry local coordinates, relative to its bounding box as RGB colors:

- Red channel corresponds to X value.
- Green channel corresponds to Y value.
- Blue channel corresponds to Z value.

## Texture Node



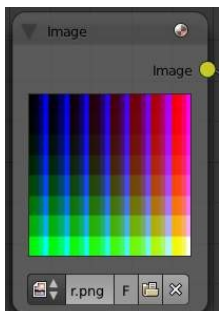
Texture node

The texture node can be used to load a another node based or non-node based texture.

### Color 1 and Color 2

These can be used to remap a greyscale texture using two colors.

## Image Node



## Image node

The image node can be used to load an external image.

### **Browse for image**

Select an image that already exists in the scene.

### **Data-block name**

Set the name of the image data-block.

### **F**

Save this image data-block, even if it has no users.

### **Open image**

Select image to use from file browser.

### **Unlink data-block**

Remove the image data-block from the node.