

10.3.4.3 Render - Cycles Render Engine - Nodes - Output Nodes

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Output Nodes

Output nodes are the final node in every node tree. Although you can add more than one, only one will be used (indicated by a colored or darkened header). Output nodes are always preceded by *Shaders* except in the case of the *Displacement* of a Material Output.

Material Output

Surface

The surface output of the material

Volume

Currently under independent development, does nothing

Displacement

Used to create bump mapping or actual subdivided *Displacement*

Lamp Output

Surface

Not an actual surface, but the final output of a *Lamp* Object

World Output

Surface

The appearance of the environment, usually preceded by a Background shader

Volume

Currently under independent development, does nothing