

# 10.2.2.4.4.3 Render - Blender Render Engine - Textures - Texture types - Texture Nodes - Output Nodes

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## Output Nodes

These node serves a outputs for node textures

### Output

This node contains the result of the node texture. Multiple output nodes can exist in a node texture, however only one of them is active. The active one is set in the Texture Panel in the *Output* drop down.

- Color
  - The color data that the texture renders
- Normal
  - The normal map that the texture will output.

### Viewer

The viewer node can be used to preview the results of a node.