**NODES**

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| **Input** | |
| [Ambient Occlusion](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/ao.html) |  |
| [Attribute Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/attribute.html) |  |
| [Bevel Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/bevel.html) |  |
| [Camera Data Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/camera_data.html) |  |
| [Fresnel Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/fresnel.html) |  |
| [Geometry Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/geometry.html) |  |
| [Curves Info Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/hair_info.html) |  |
| [Layer Weight Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/layer_weight.html) |  |
| [Light Path Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/light_path.html) |  |
| [Object Info Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/object_info.html) |  |
| [Particle Info Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/particle_info.html) |  |
| [Point Info](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/point_info.html) |  |
| [RGB Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/rgb.html) |  |
| [Tangent Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/tangent.html) |  |
| [**Texture Coordinate Node**](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/texture_coordinate.html) |  |
| [UV Map Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/uv_map.html) |  |
| [Value Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/value.html) |  |
| [Color Attribute Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/vertex_color.html) |  |
| [Volume Info Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/volume_info.html) |  |
| [Wireframe Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/input/wireframe.html) |  |

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| **Output** | |
| [AOV Output Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/output/aov.html) |  |
| [Material Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/output/material.html) |  |
| [Light Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/output/light.html) |  |
| [World Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/output/world.html) |  |

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| **Shader** | |
| [Add Shader](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/add.html) |  |
| [Anisotropic BSDF](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/anisotropic.html) |  |
| [Background](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/background.html) |  |
| [Diffuse BSDF](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/diffuse.html) |  |
| [Emission](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/emission.html) |  |
| [Glass BSDF](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/glass.html) |  |
| [Glossy BSDF](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/glossy.html) |  |
| [Hair BSDF](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/hair.html) |  |
| [Holdout](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/holdout.html) |  |
| [Mix Shader](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/mix.html) |  |
| [**Principled BSDF**](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/principled.html) |  |
| [Principled Hair BSDF](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/hair_principled.html) |  |
| [Principled Volume](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/volume_principled.html) |  |
| [Refraction BSDF](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/refraction.html) |  |
| [Specular BSDF](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/specular_bsdf.html) |  |
| [Subsurface Scattering](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/sss.html) |  |
| [Toon BSDF](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/toon.html) |  |
| [Translucent BSDF](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/translucent.html) |  |
| [Transparent BSDF](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/transparent.html) |  |
| [Velvet BSDF](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/velvet.html) |  |
| [Volume Absorption](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/volume_absorption.html) |  |
| [Volume Scatter](https://docs.blender.org/manual/en/latest/render/shader_nodes/shader/volume_scatter.html) |  |

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| **Texture** | |
| [Brick Texture Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/textures/brick.html) |  |
| [Checker Texture Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/textures/checker.html) |  |
| [Environment Texture Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/textures/environment.html) |  |
| [Gradient Texture Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/textures/gradient.html) |  |
| [IES Texture Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/textures/ies.html) |  |
| [Image Texture Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/textures/image.html) |  |
| [Magic Texture Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/textures/magic.html) |  |
| [Musgrave Texture Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/textures/musgrave.html) |  |
| [**Noise Texture Node**](https://docs.blender.org/manual/en/latest/render/shader_nodes/textures/noise.html) |  |
| [Point Density Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/textures/point_density.html) |  |
| [Sky Texture Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/textures/sky.html) |  |
| [**Voronoi Texture Node**](https://docs.blender.org/manual/en/latest/render/shader_nodes/textures/voronoi.html) |  |
| [Wave Texture Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/textures/wave.html) |  |
| [White Noise Texture Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/textures/white_noise.html) |  |

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| **Color** | |
| [Bright/Contrast Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/color/bright_contrast.html) |  |
| [Gamma Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/color/gamma.html) |  |
| [Hue Saturation Value Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/color/hue_saturation.html) |  |
| [Invert Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/color/invert.html) |  |
| [Light Falloff Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/color/light_falloff.html) |  |
| [**Mix Node**](https://docs.blender.org/manual/en/latest/render/shader_nodes/color/mix.html) |  |
| [RGB Curves Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/color/rgb_curves.html) |  |

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| **Vector** | |
| [Bump Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/vector/bump.html) |  |
| [Displacement Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/vector/displacement.html) |  |
| [Mapping Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/vector/mapping.html) |  |
| [Normal Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/vector/normal.html) |  |
| [Normal Map Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/vector/normal_map.html) |  |
| [Vector Curves Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/vector/curves.html) |  |
| [Vector Displacement Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/vector/vector_displacement.html) |  |
| [Vector Rotate Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/vector/vector_rotate.html) |  |
| [Vector Transform Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/vector/transform.html) |  |

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| **Converter** | |
| [Blackbody Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/blackbody.html) |  |
| [Clamp Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/clamp.html) |  |
| [**Color Ramp Node**](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/color_ramp.html) |  |
| [Combine Color Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/combine_color.html) |  |
| [Combine XYZ Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/combine_xyz.html) |  |
| [Float Curve](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/float_curve.html) |  |
| [Map Range Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/map_range.html) |  |
| [Math Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/math.html) |  |
| [Mix Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/mix.html) |  |
| [RGB to BW Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/rgb_to_bw.html) |  |
| [Separate Color Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/separate_color.html) |  |
| [Separate XYZ Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/separate_xyz.html) |  |
| [Shader To RGB](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/shader_to_rgb.html) |  |
| [Vector Math Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/vector_math.html) |  |
| [Wavelength Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/converter/wavelength.html) |  |

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| **Group** | |
| [Make Group](https://docs.blender.org/manual/en/latest/render/shader_nodes/groups.html#make-group) |  |
| [Ungroup](https://docs.blender.org/manual/en/latest/render/shader_nodes/groups.html#ungroup) |  |
| [Group Input](https://docs.blender.org/manual/en/latest/render/shader_nodes/groups.html#group-input) |  |
| [Group Output](https://docs.blender.org/manual/en/latest/render/shader_nodes/groups.html#group-output) |  |
| [Node Groups](https://docs.blender.org/manual/en/latest/render/shader_nodes/groups.html#node-groups) |  |

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| **Open Shading Language** | |
| [Script Node](https://docs.blender.org/manual/en/latest/render/shader_nodes/osl.html#script-node) |  |
| [Writing Shaders](https://docs.blender.org/manual/en/latest/render/shader_nodes/osl.html#writing-shaders) |  |
| [Closures](https://docs.blender.org/manual/en/latest/render/shader_nodes/osl.html#closures) |  |
| [Attributes](https://docs.blender.org/manual/en/latest/render/shader_nodes/osl.html#attributes) |  |
| [Trace](https://docs.blender.org/manual/en/latest/render/shader_nodes/osl.html#trace) |  |