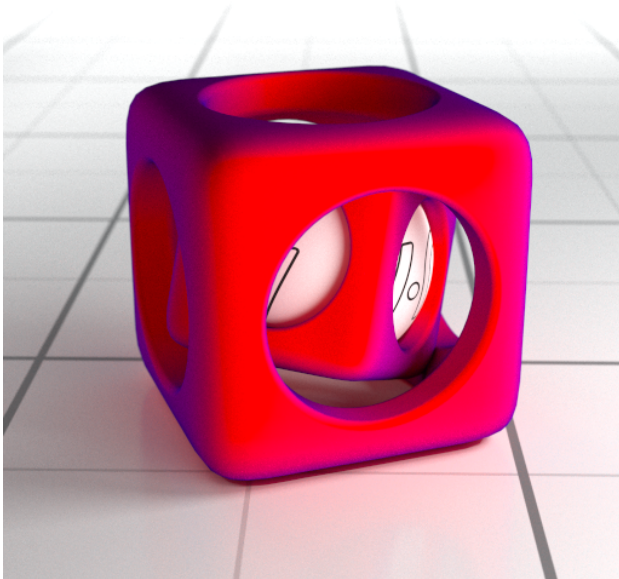


Angle Blend

This page provides information about the Angle Blend material in V-Ray for Blender.

Overview

The Angle Blend material allows you to make a blend between two materials. The angle of blend depend of the view direction and the surface normal. V-Ray can use several blend functions to determine the blended result. It can be used to create complex materials like car paints, velvet, pearl, etc.



UI Path

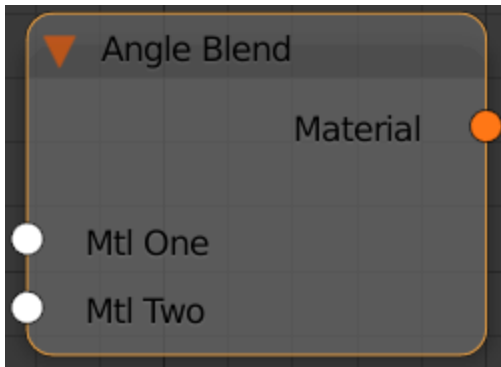
||Node Editor|| > **Add > Material > Angle Blend**

Node

Material – An output slot for the Angle Blend material.

Mtl One – Sets the material to be used on the area perpendicular to the view direction.

Mtl Two – Sets the Material to be used on the area parallel to the view direction.



Parameters

Blend Function – Specifies the specific method for V-Ray to calculate the blended result. *For more information, please see Blend Function Diagrams below.*

Linear – A straight linear progression from material 1 to material 2.

Normal Distribution – Starts approximately evenly blended between material 1 and 2 and then gradually transitions to material 2.

Sigmoid – A slow curve that eases out of material 1 with the Start Angle before smoothing out in the middle, and then easing into material 2 at the end with the Stop Angle.

Gompertz – A curve similar to Sigmoid, but slightly faster at reaching a point where the materials are blended.

Cube Root – A smooth curve blending from material 1 to material 2 that rapidly jumps around the middle of Start and Stop angles and then returns to a smooth curve.

Cubic – Rapid progression from material 1 to material 2 that slows down briefly around the middle of Start and Stop angles before resuming fast progression toward material 2.

Cubic Polynomial – A smoother cubic shape with a longer hold in the center of the blend than Cubic

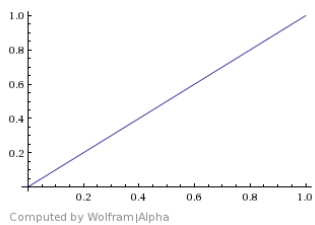
Flip view direction – When enabled, reverses the direction of the blend.

Start Angle – Specifies the angle in which the blend will begin.

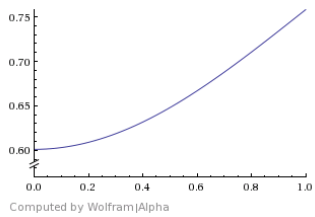
Stop Angle – Specifies the angle in which the blend will end.



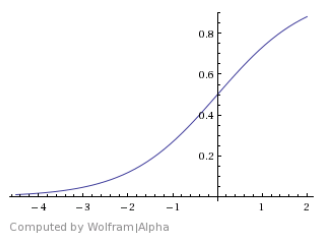
Blend Function Diagrams



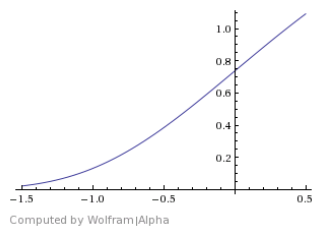
Linear



Normal Distribution



Sigmoid



Gompertz