

Diffuse Material

This page provides information about Diffuse material in V-Ray for Blender.

Overview

The V-Ray BRDFDiffuse node creates a V-Ray diffuse material.

UI Path

||Node Editor|| > **Add** > **Material** > **Diffuse**

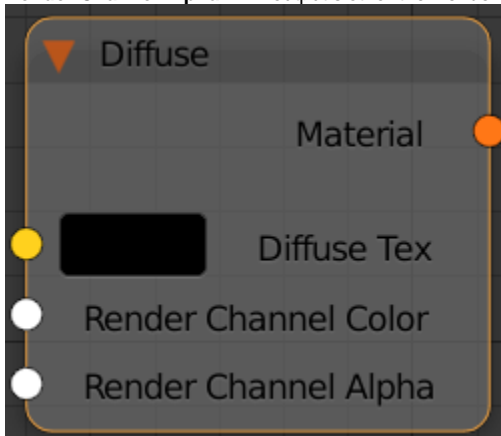
Node

Material – An output slot for the Diffuse material.

Diffuse Tex – Specifies the color or the texture of the material.

Render Channel Color – An output slot for the Render Channel Color.

Render Channel Alpha – An output slot for the Render Channel Alpha.



Parameters

Diffuse – Specifies the color of the material.

Diffuse Tex. Mult. – Specifies a strength multiplier for the **Transparency Tex.**

Reflection – Specifies the amount of reflection and the reflection color.

Transparency – Assigns transparency to the material.

▼ Properties ⋮

Diffuse:

◀ Diffuse Tex Mult: 1.000 ▶

Reflection:

Transparency: