

# Fresnel

This page provides information on the Fresnel Node in V-Ray for Blender.

## Overview

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Fresnel is a simple texture map that allows you to blend two colors or maps based on the angle of view and an index of refraction. For example you can connect the Fresnel texture to the specular color of a normal material in order to create fresnel reflection.

## UI Path

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||Node Editor|| > **Add > Textures > Fresnel**

## Node

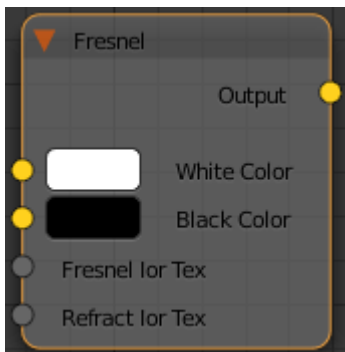
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**White Color** – The color for the texture when viewed at a grazing angle.

**Black Color** – The color for the texture when viewed frontally.

**Fresnel Ior Tex** – Index of refraction from texture.

**Refract Ior Tex** – Refraction Ior from texture.



## Parameters

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**Fresnel Ior** – Index of refraction to use when calculating the Fresnel term.

**Refract Ior** – Refraction Ior of the underlying surface; ignored if the surface has a volume shader.

