alLayer

synopsis

The alLayer shader can be used to layer two surface shaders together.

layer
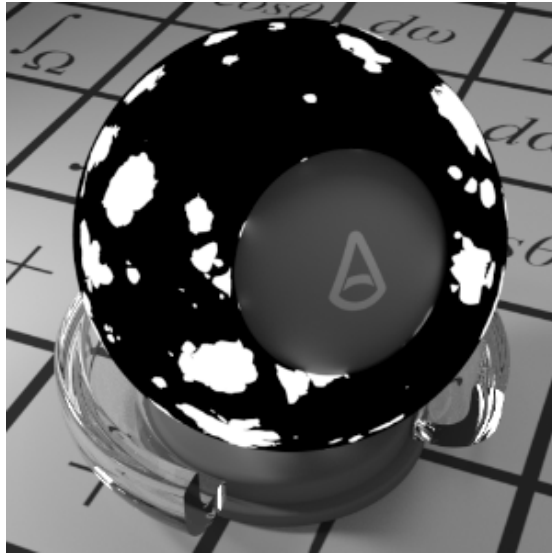
Connect the shaders that you wish to layer to these attributes.

Glass and Gold shader layered together (Cell noise texture used as 'Mix' mask).

mix

This acts as a masking function between the two layered shaders.

Cell noise texture used to mix layers

debug

The following options are available:

Off: Disables the layer shader effect.

Layer 1,2: Choose to view each independent layer effect.

Mixer: Shows the input of the Mix channel.

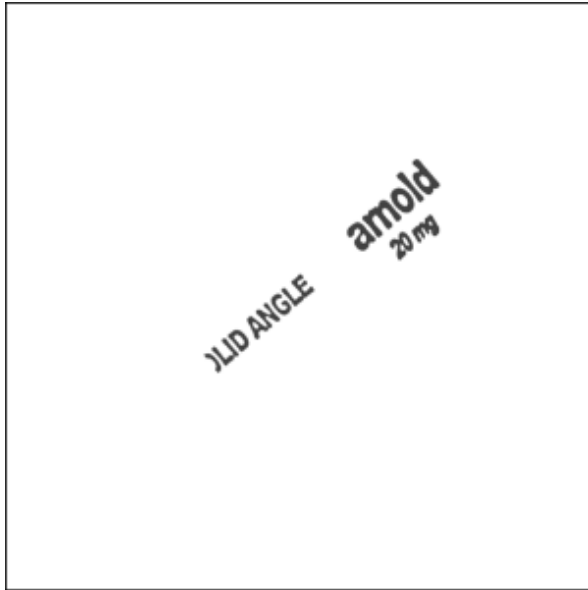Debug: Off   Debug: Layer 1   Debug: Layer 2   Debug: Mixer
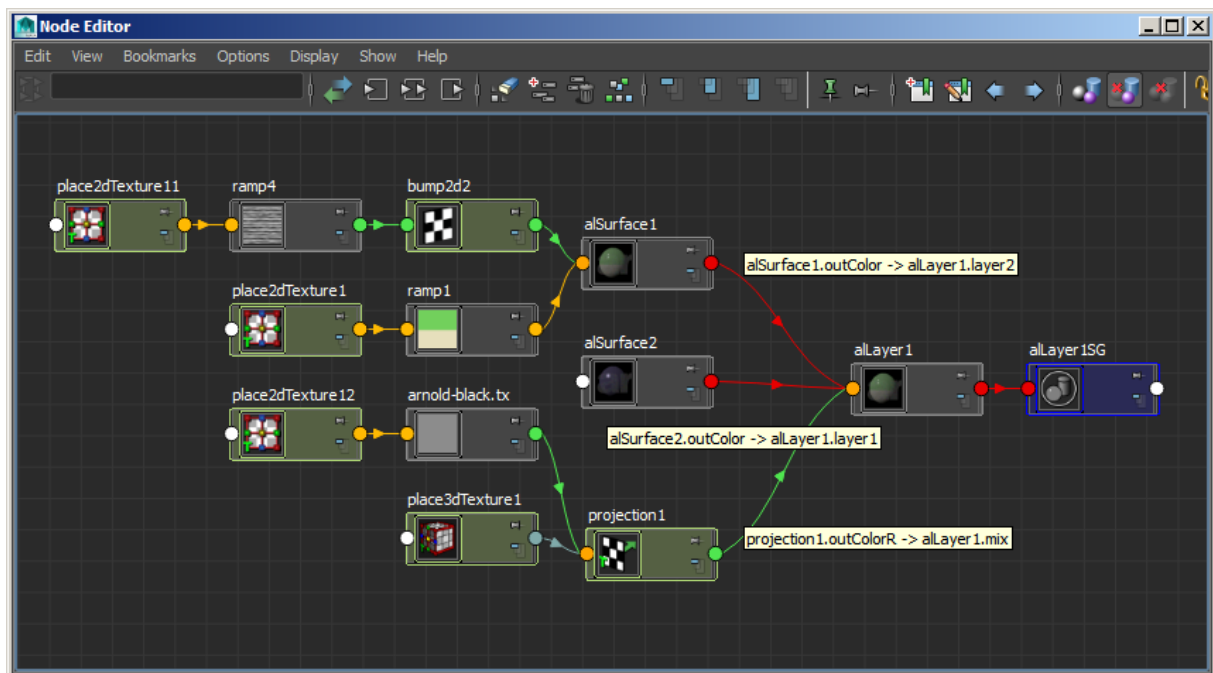
example workflow

An example where the al Layer shader would be useful is when applying a label to an object, such as on the pills below:

Logo shading is layered 'above' the specular shading.

Logo mask connected to 'Mix' attribute.

alSurface shaders 1 & 2 connectd to Input 1 & 2 of alLayer shader. Logo mask texture connected to 'Mix' attribute.

An example where the al Layer shader would be useful is a christmas bauble.

alSurface shaders 1 & 2 connectd to Input 1 & 2 of alLayer shader. Logo mask texture connected to 'Mix' attribute.

Example Renders