

User Perspective
(1) Cube

Attribute

- Color
- Vector
- Fac
- Alpha

Type: Geometry

Name: Col

VertexPaintBlend_Textures

Color

VertexPaintBlend_Textures

- BlackArea
- RedArea
- GreenArea
- BlueArea
- WhiteArea-Default

Viewer

Material Output

All

- Surface
- Volume
- Displacement

Principled BSDF

GGX

Random Walk

Base Color

Subsurface

Subsurface Radius

Subsurface Color

Subsurface IOR

Subsurface Anisotropy

Metallic

Specular

Specular Tint

Roughness

