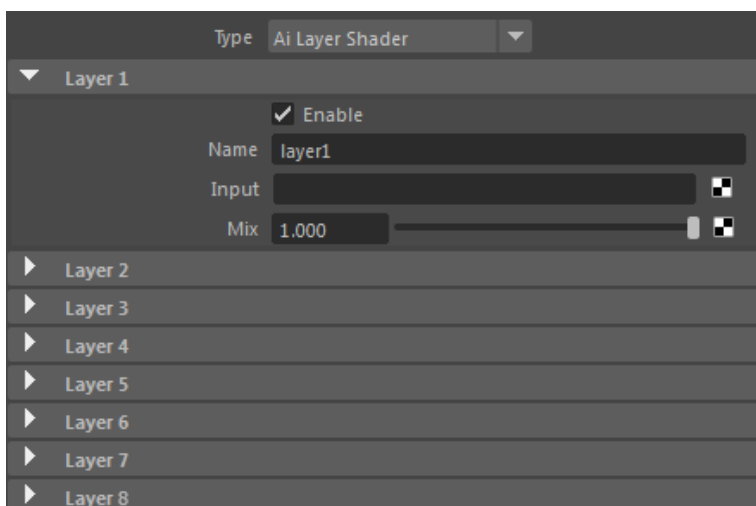


Layer Shader



The *Layer* shader is used to mix up to eight shaders together. It returns a **linear interpolation** of $Layer_1$ and $Layer_2$ according to the *alpha* attribute. An *alpha* value of 0 outputs $Layer_1$, a value of 1 outputs $Layer_2$, and a value of 0.5 mixes evenly between $Layer_1$ and $Layer_2$. Each layer has a flag to activate/deactivate the given layer. The shader expects surface shaders as its input and so blends the AOVs defined on the AOV *names* tab. It also blends the opacity. Layers are applied in order.



Enable (1-8)

Enable/disable the layer entirely.

Name (1-8)

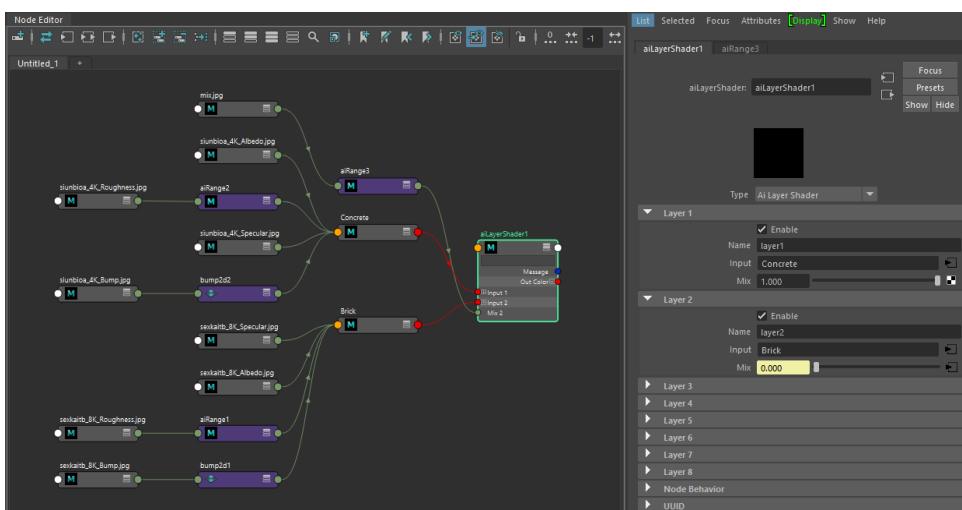
Layer name.

Input (1-8)

The input value for Layer.

Mix (1-8)

Controls the amount of blending between shaders.



Example use of a *layer_shader* network