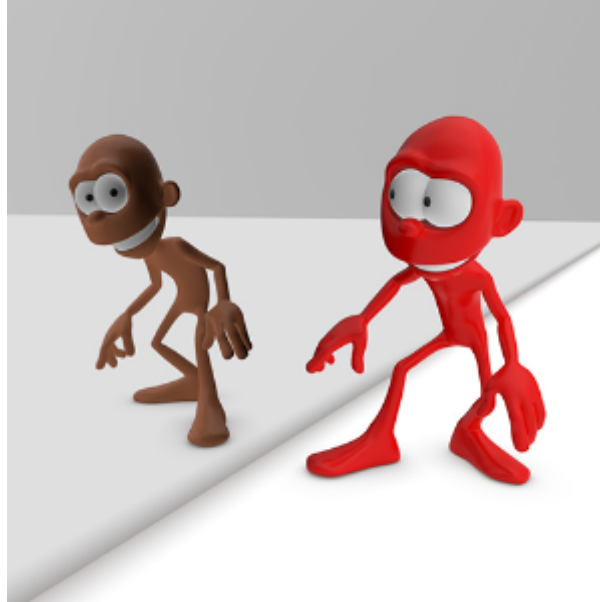


# Ray Switch

This shader makes it possible to evaluate different shader trees per ray. This decreases the shading complexity of a scene and thus the render times, and increases artistic control. It can be used to remove unnecessary secondary rays (specular/sss), make speculars even more glossy in *specular* rays, control the color of *opacity* in shadow rays to fake light scattering through tissue or add a second specular lobe in-camera rays only.

## Camera

Plug the output of the shader you wish to use when calculating camera rays here.



Red *standard\_surface* shader connected to *camera* attribute of *ray\_switch\_shader*

## Shadow

The shader evaluation that happens for transparent shadows on objects. A use for this parameter could be to connect a *ray\_switch* shader to the *opacity* parameter of a *standard\_surface* shader. That way you can get a shadow that's different than the actual transparency of the object. For example, to reduce the amount of shadow cast by the object, or to use a different cutout opacity pattern.



Body object's *standard\_surface* shader has red *transmission\_color* (*opaque* is disabled)

## Diffuse Reflection

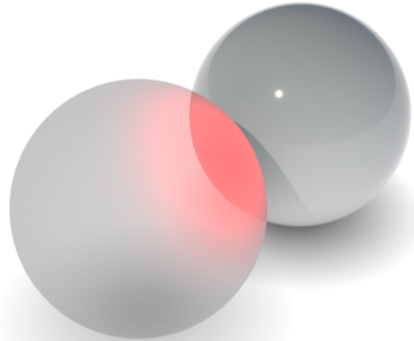
Plug the output of the shader you wish to use when calculating diffuse reflection rays here.



Red emissive shader -> *diffuse\_reflection* of *ray\_switch\_shader*

### Diffuse Transmission

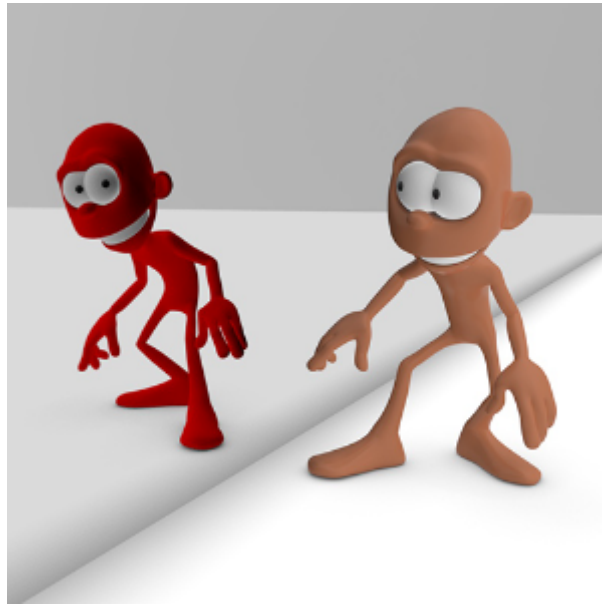
Plug the output of the shader you wish to use when calculating *diffuse\_transmission* rays here.



Red emissive shader -> *diffuse\_transmission* of *ray\_switch\_shader*

### Specular Reflection

Plug the output of the shader you wish to use when calculating glossy rays here.



Red *standard\_surface* shader -> *specular\_reflection* of *ray\_switch\_shader*

## Specular Transmission

Plug the output of the shader you wish to use when calculating *specular\_transmission* rays here.



Red *standard\_surface* shader -> *specular\_transmission* of *ray\_switch\_shader*

## Volume

Plug the output of the shader you wish to use when calculating volume rays here.