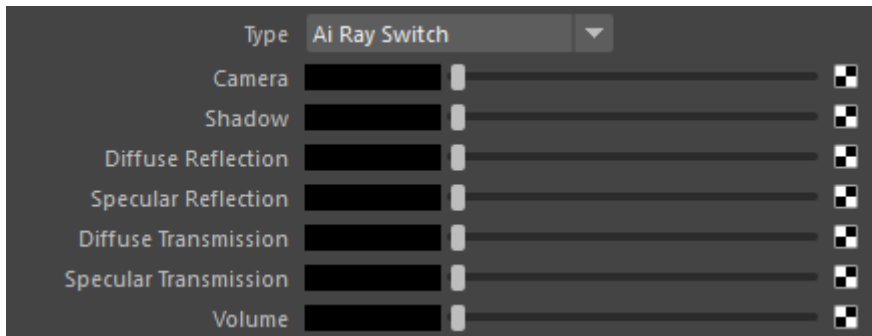


Ray Switch

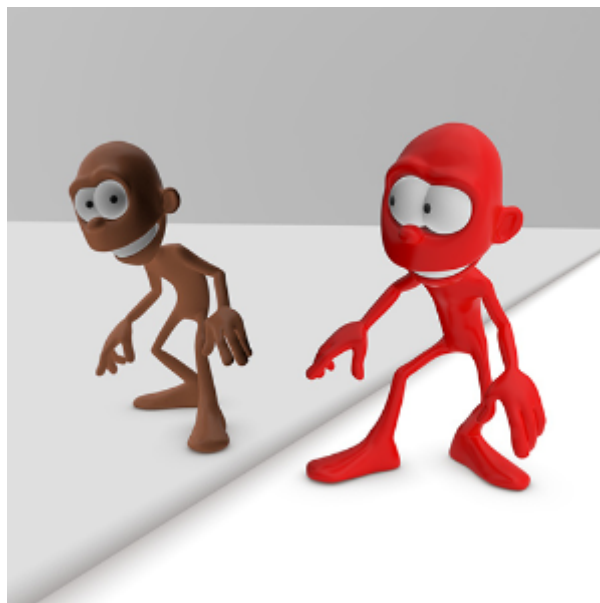


This shader makes it possible to evaluate different shader trees per ray. This decreases the shading complexity of a scene and thus the render times, and increases artistic control. It can be used to remove unnecessary secondary rays (specular/sss), make speculars even more glossy in *specular* rays,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

i For an example of how the Ai Rayswitch node can be helpful, see the [reducing noise](#) (although note that the precise method described there would not be necessary if you use the [Ai Skydome](#) light instead of the [Ai Sky](#)).

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

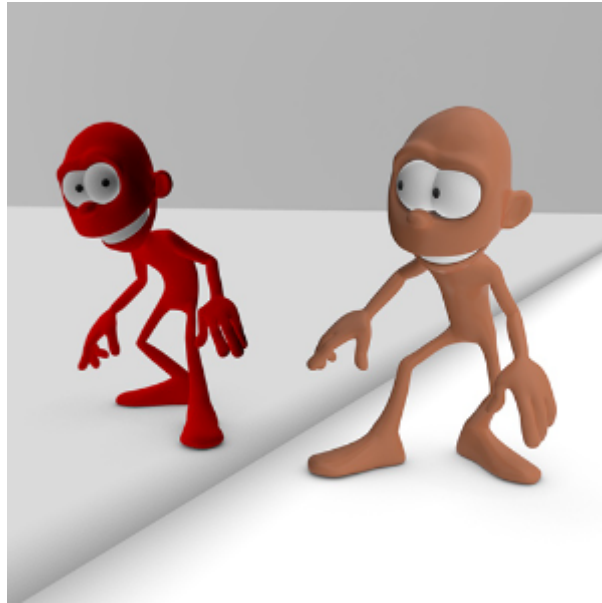
Plug the output of the shader you wish to use when calculating diffuse reflection rays here.



Red emissive shader -> *diffuse_reflection* of *ray_switch_shader*

Specular Reflection

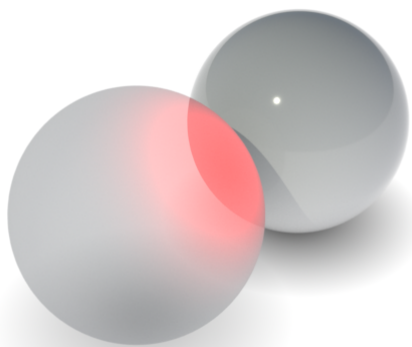
Plug the output of the shader you wish to use when calculating glossy rays here.



Red *standard_surface* shader -> *specular_reflection* of *ray_switch_shader*

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 Transmission

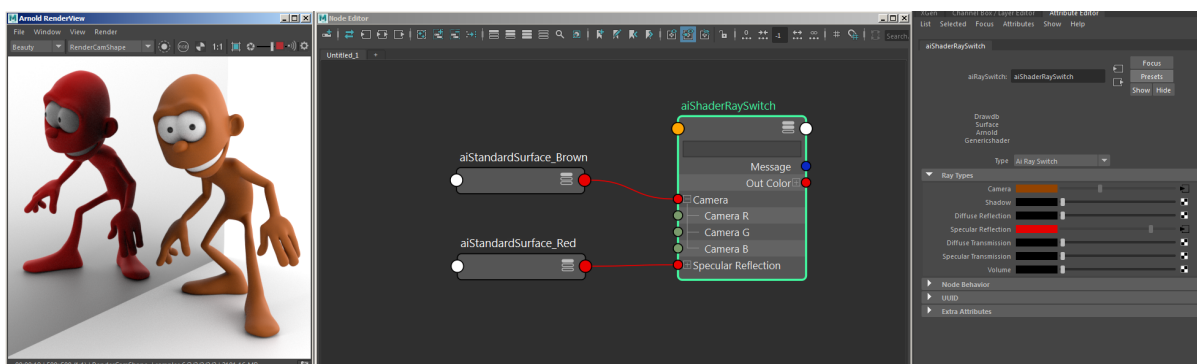
Plug the output of the shader you wish to use when calculating *specular_transmission* rays here.



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.



Example use of *Rayswitch* shader

Pepe model by Daniel M. Lara (Pepeland)