

# Node Reference



This area contains descriptions of all the Arnold nodes and definitions of their parameters.

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To list the Arnold nodes in a terminal type `kick -nodes [n/t]`. `n` lists by name. `t` lists by type.

```
Administrator: C:\WINDOWS\system32\cmd.exe
C:\solidangle\ntoodeploy\2017\bin>kick -nodes n
built-in nodes sorted by name:
abs                shader
add                shader
ambient_occlusion  shader
aov_write_float   shader
aov_write_int     shader
aov_write_rgb     shader
atan              shader
atmosphere_volume shader
barndoor          shader
blackbody         shader
blackman_harris_filter filter
box               shape
box_filter       filter
bump2d            shader
bump3d            shader
cache            shader
camera_projection shader
catrom_filter     filter
checkerboard      shader
clamp             shader
closest_filter    filter
color_convert     shader
color_correct     shader
color_jitter      shader
color_manager_ocio color_manager
compare           shader
complement        shader
complex_ior       shader
composite         shader
cone              shape
cross             shader
curvature         shader
curves            shape
```

To view the parameters for any node use `kick -info node_name`.

```
Administrator: C:\WINDOWS\system32\cmd.exe
C:\solidangle\ntoadeploy\2017\bin>kick -info standard_surface

node:          standard_surface
type:          shader
output:        CLOSURE
parameters:    40
filename:      <built-in>
version:       5.0.0.0

Type          Name          Default
-----
FLOAT         base          0.8
RGB           base_color    1, 1, 1
FLOAT         diffuse_roughness 0
FLOAT         specular      1
RGB           specular_color 1, 1, 1
FLOAT         specular_roughness 0.1
FLOAT         specular_IOR  1.52
FLOAT         specular_anisotropy 0
FLOAT         specular_rotation 0
FLOAT         metalness     0
FLOAT         transmission 0
RGB           transmission_color 1, 1, 1
FLOAT         transmission_depth 0
RGB           transmission_scatter 0, 0, 0
FLOAT         transmission_scatter_anisotropy 0
FLOAT         transmission_dispersion 0
FLOAT         transmission_extra_roughness 0
FLOAT         subsurface    0
RGB           subsurface_color 1, 1, 1
RGB           subsurface_radius 1, 1, 1
FLOAT         subsurface_scale 1
```