Diffuse

Descripción

Description

Color surface.

Reference



- **Diffuse – Color surface.**
  - **Diffuse Map –** Main texture. Use the RGB or RGBA channels according to the selected rendering mode.
  - **Use Semitransparent Shadows –** Enable the semitransparent shadows, apply a dithering to the sahdows based on the opacity of the mesh, only works with transparent render mode.
  - **Alpha cutoff –** Alpha Cutoff value. Enabled if the selected rendering mode is Cutout.
  - **Color –** Main color. Use the RGB or RGBA channels according to the selected rendering mode.