

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 shadows 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.