# Ramp

This shader node is not available in Maya!

This shader node is not available in Softimage!

This shader node is not available in 3ds Max!

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## Introduction

This shader node maps an input coordinate between 0 and 1 to a color ramp.

## Parameters

### Input

#### Texture Space

This is the name of the uv coordinate map on the surface that will index the color ramp, when the Source option is set to 'UV Map'.

#### Source

This option determines the source of the coordinate that will index the color ramp.

- UV Map - the coordinate is defined by a uv coordinate map on the object
- Alt - the coordinate is defined by the Alt Input value

#### Alt Input

The scalar coordinate value that will index the color ramp when Source is set to 'Alt'.

#### Mapping

This option remaps a uv coordinate input to a scalar coordinate in preparation for indexing the color ramp, when Source is 'UV Map'.

- Horizontal - the u component of the uv coordinate is used
- Vertical - the v component of the uv coordinate is used
- Diagonal - the average of the u and v components is used
- Radial - the angle between the u and v components is used, mapped to 0-1
- Circular - the hypotenuse of the u and v components is used

## Adjust

### Invert

Enabling this option inverts the computed coordinate that will be used to index the color ramp.

### Noise Amount

This scales the amount of noise that will be applied to the ramp coordinate to add variation to the texture. A value of 0.0 means no noise is applied, with higher values meaning stronger noise.

### Noise Frequency

This scales the noise effect applied to the ramp coordinate, with higher values resulting in higher frequency noise.

## Ramp

### Ramp

This is the color ramp. It can have constant colors for each knot, or colors defined by shader textures.

> When texturing the ramp knots, you are limited to having up to 8 knots.