

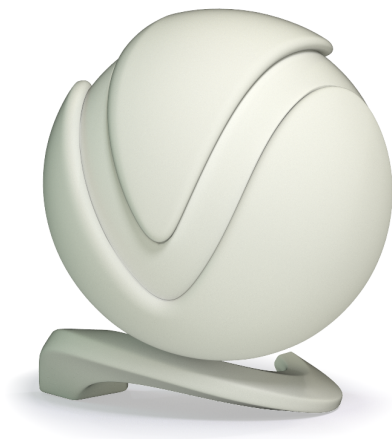
# Fresnel Map | V-RayFresnel

This page provides information on the V-RayFresnel node.

## Overview

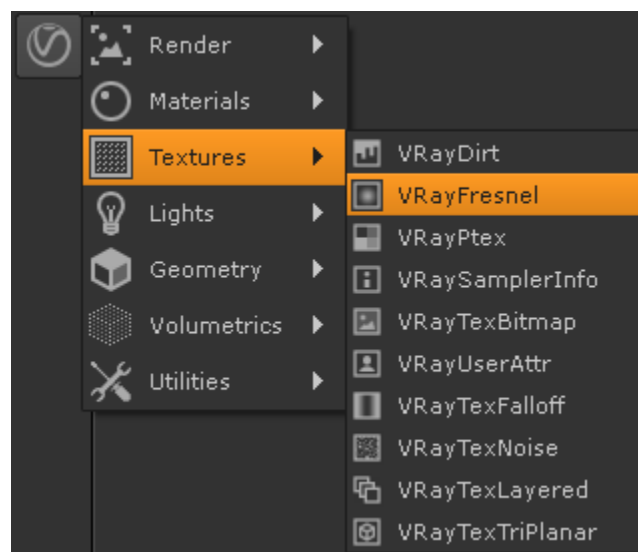
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V-RayFresnel is a simple texture map that blends two colors or maps based on the viewing angle and an index of refraction. For example you can connect the V-RayFresnel texture to the reflection color of a V-Ray material in order to create fresnel reflection.



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UI Path: ||Toolbar|| > **V-Ray menu icon** > **Textures** > **V-RayFresnel**



## Inputs

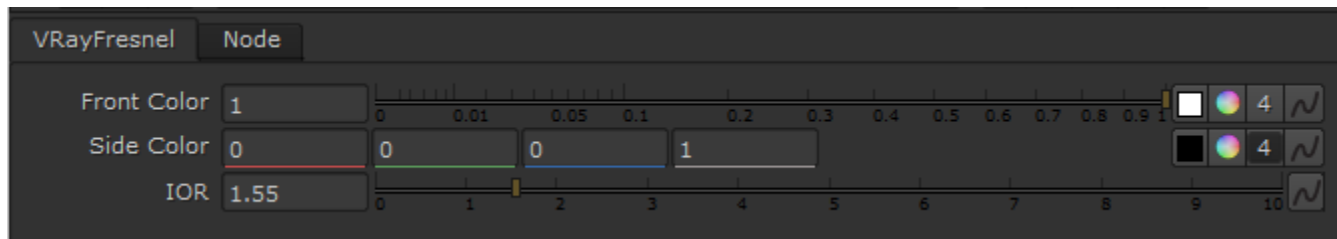
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**front** – Connection pipe to a texture to control the **Front Color** parameter.

**side** – Connection pipe to a texture to control the **Side Color** parameter.

## Parameters

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**Front Color** – The color for the texture when viewed frontally.

**Side Color** – The color for the texture when viewed at a grazing angle.

**IOR** – Index of refraction to use when calculating the Fresnel term.