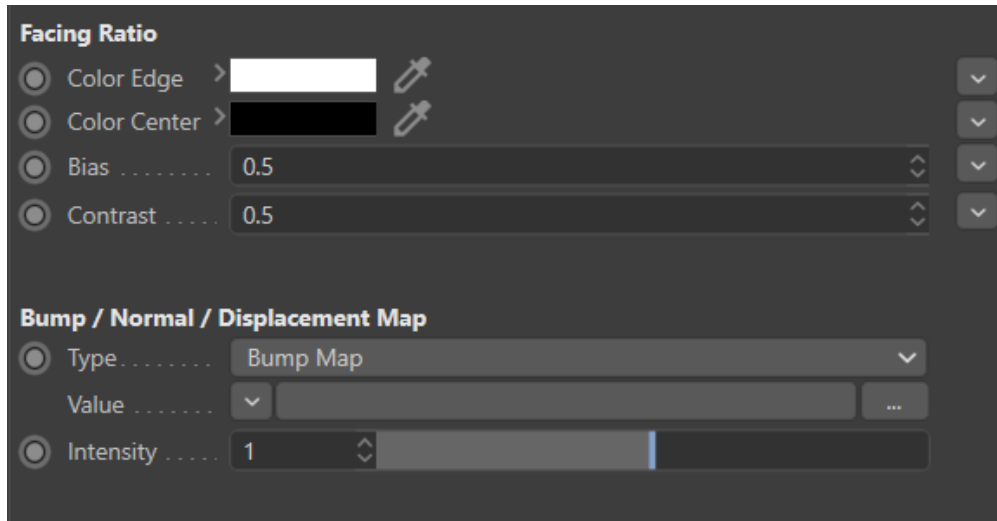# Facing Ratio

*The Facing Ratio Utility shader.*

Edge Colour

The colour seen at grazing angles (on the edge of the objects).

Center Colour

The colour seen at the center of the colour, where the normal is usually more facing the viewer.

Bias

This is a value in the [0..1] range used in a Bias Function to affect how the output is interpolated between the center and the edge. A bias function is similar to a Gamma function but with the range set between 0 and 1. A value of 0.5 interpolates linearly between center and edge.
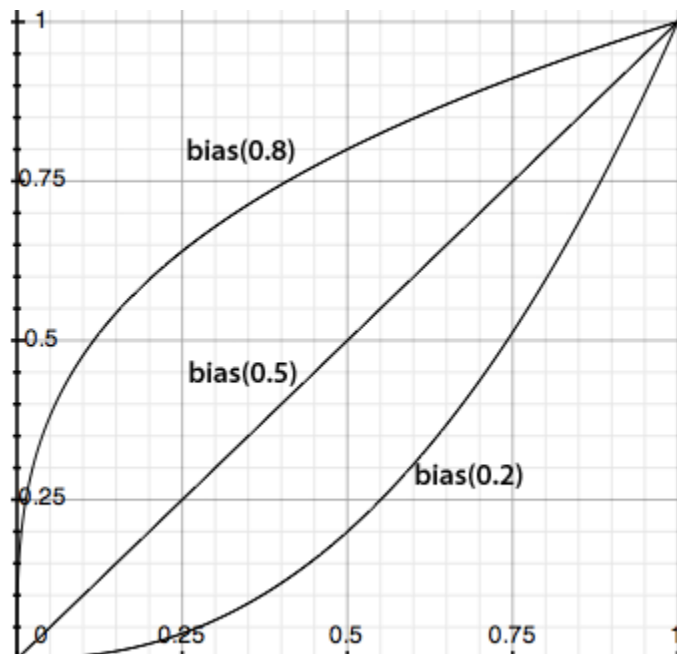
Contrast

Applies a contrast to the output.

Normal

The normal to use then computing the facing ratio. If nothing is connected to this plug, the surface normal will be used.