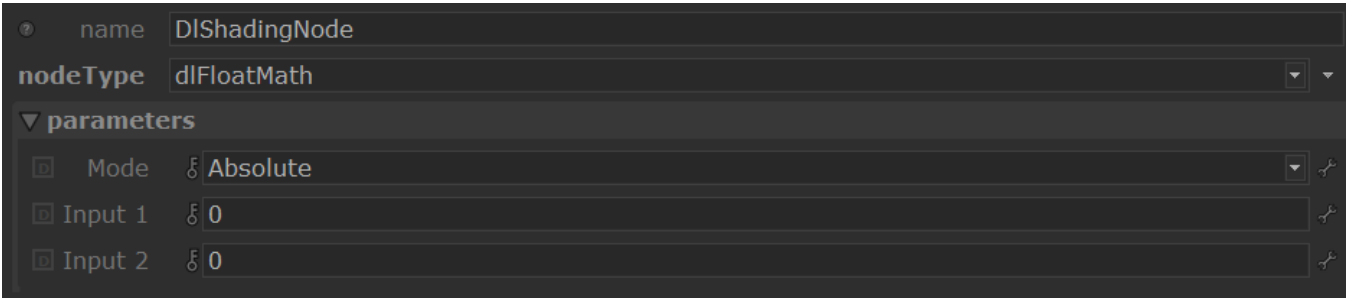


Float Math



 The most useful mathematical functions in computer graphic are listed in Float Blend, [Color Blend](#) and [Color Blend Multi](#).

This node offers many common mathematical functions. Depending on the mathematical function selected, the shader takes takes one (input1) or two inputs (input1 and input2). In both cases it outputs one value in outFloat. All available functions are listed in the table below.

Absolute	Modulo	Floor	Ceil	Round
Truncate	Fractional	Negate	Complement	Reciprocal
Exponent	Power	Square Root	Logarithm	Hypotenuse
Radians	Degrees	Cosine	Sine	Tangent
Arccosine	Arcsine	Hyperbolic cosine	Hyperbolic sine	Hyperbolic tangent