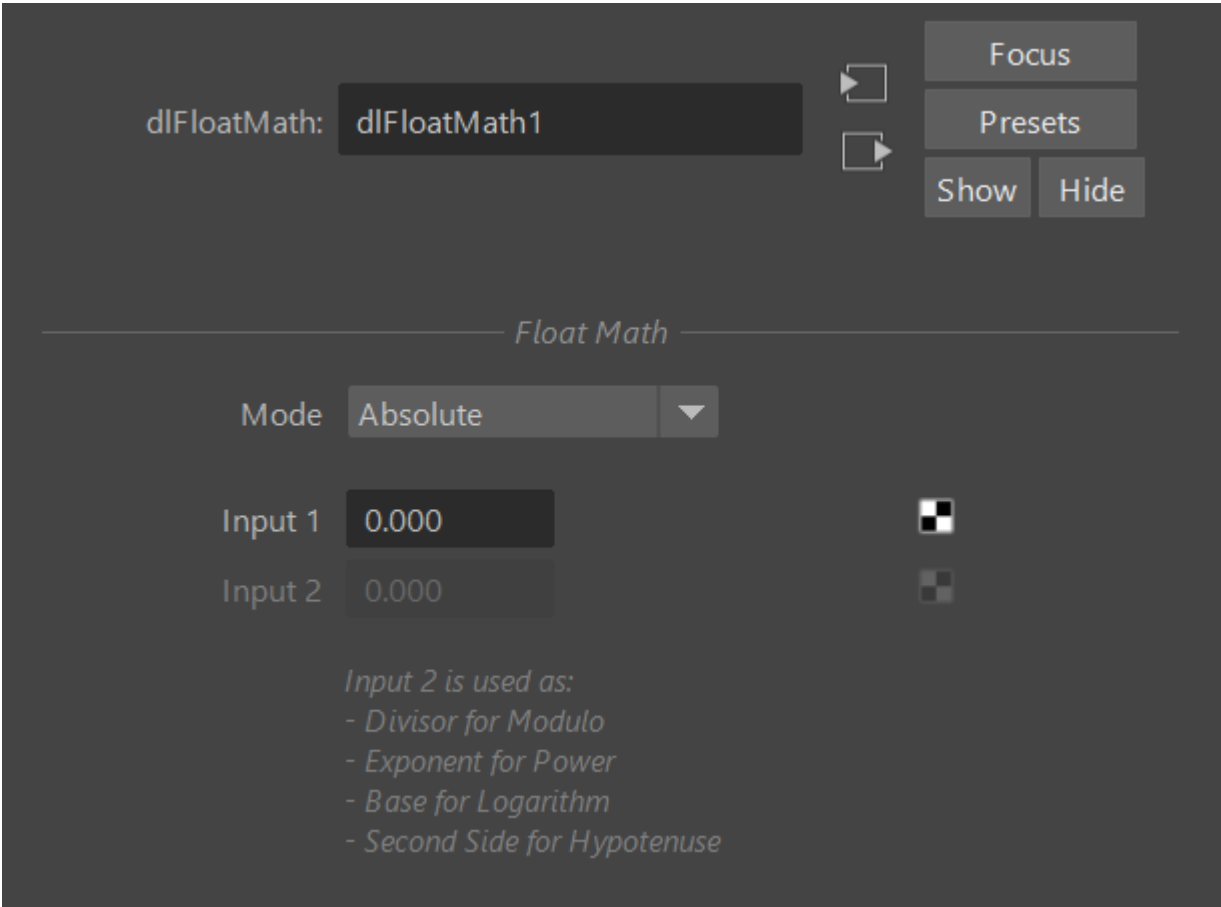


# Float Math



 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 |