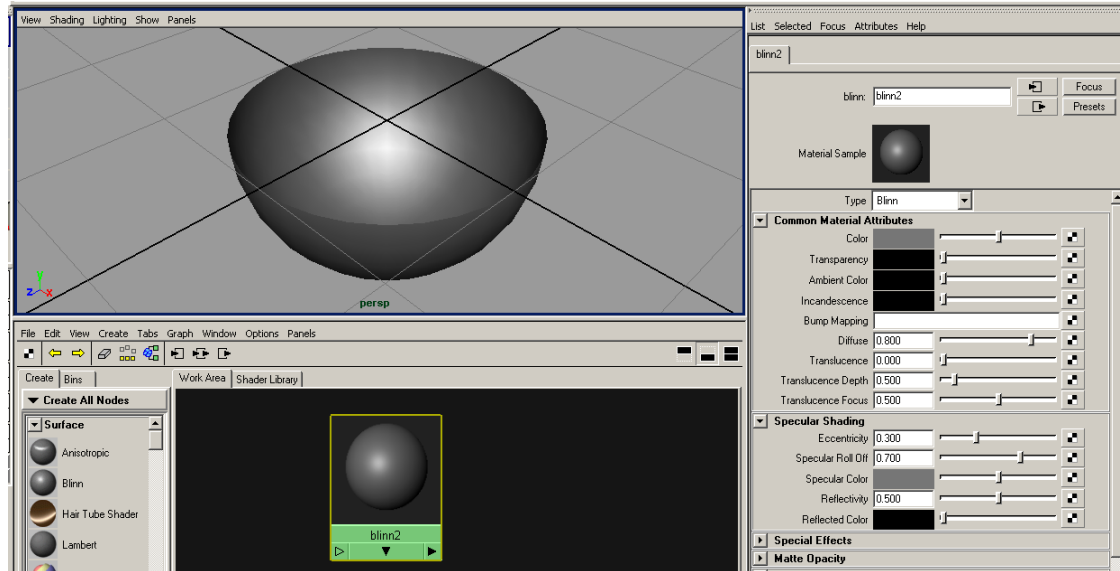


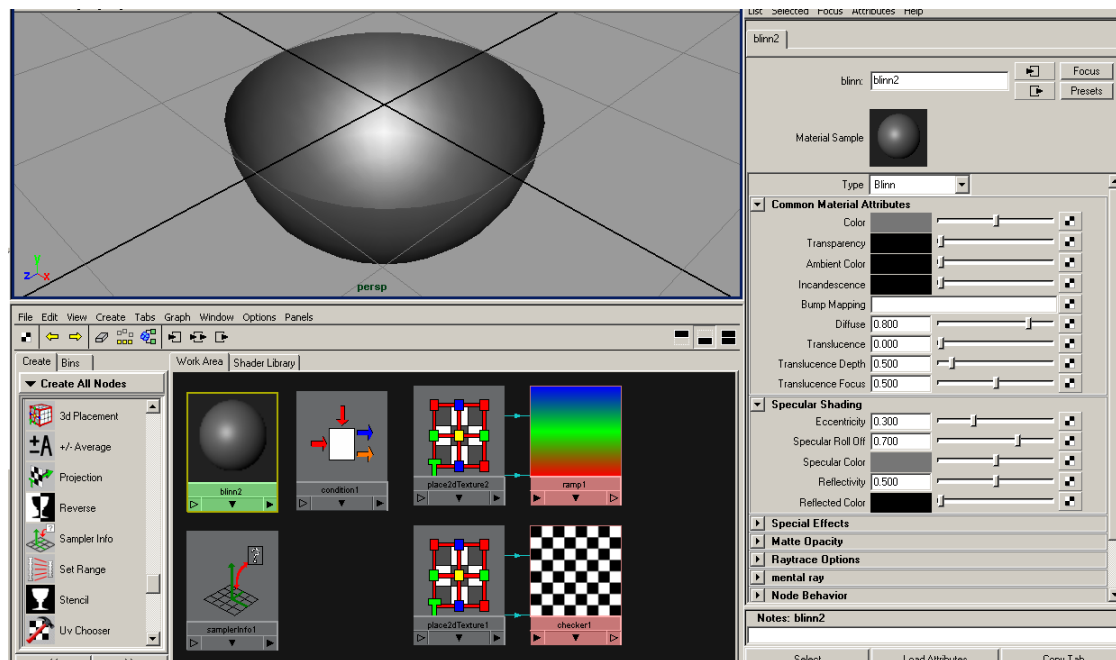
Double sided shader

1. Create half a sphere and assign a shader to it. In this case it is a nurbs sphere assigned with a blinn shader.



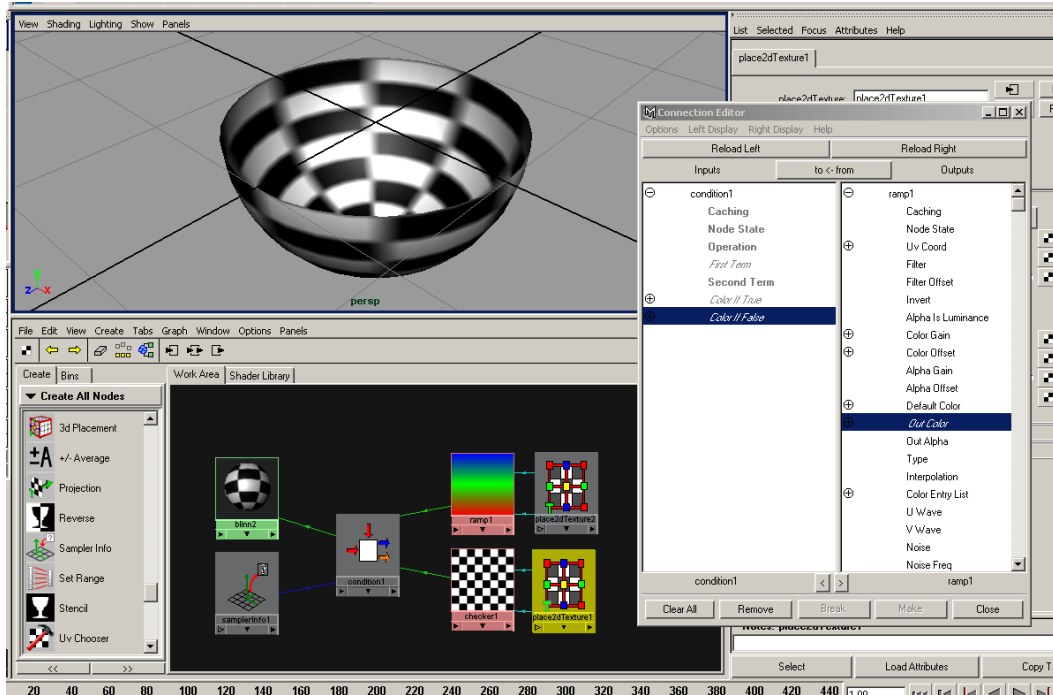
2. Create the following nodes as shown from the create nodes menu.

Checker, ramp, condition node and sampler info node.



3. Open the Connection editor by MMB selecting the sampler info node press the shift key and drag it on top of the condition node. Select flipped normal and first term.

4. Now drag the Checker on top of the condition node link the Out Colour to colour if true
5. Now drag the ramp texture on top of the condition node and link the out colour to colour if false.



6. render a frame to see the double sided shader on your semisphere.

