Anisotropy

Anisotropy (Scalar)

Anisotropy is a bias in the direction of lighting a surface. At 0% a surface is isotropic, meaning there's no bias. As you approach 100% your surface will become maximally anisotropic. Some degree of Roughness is necessary for anisotropy to be visible, and the amount tells the anisotropic highlight how far to "spread".

⚠️ Anisotropy requires that there is a Projection node input otherwise you will get strange polygonal shapes in the render.

Rotation (Scalar)

This determines the angular rotation for your anisotropic highlights. At 0% the rotation will follow the curve of your object and at 50% will be perpendicular to it.

Left: Anisotropy at 100%, Rotation at 15%, Roughness at 30%. Right: No Projection