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Calculating Color Ramp  
of one object to all

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objects in a scene I'm trying to calculate the Color Ramp for a single object to all other objects in the scene. For a single object, I could simply use the ColorRamp nodes as inputs to a Multiply node. This would multiply each channel of the source with the ramp and put the result into the

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rgb channel of the destination. However, I have a few objects which could be used for each channel of the source and I would like to make a single object to handle all of the inputs. I've read the question and answer here but it seems like that is limited to ramping between one node and

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all nodes. Is there a way to do this? A: If you just want to do that for one object, and want to just feed the ramp into the multiplier, you can do it like this: If you want to feed a ramp to multiple objects, it would be easier to just create a ramp and have all the nodes in the hierarchy send the



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ramp to a node that inputs into all the other nodes. To do this, create an empty, and paste the node group of all the nodes you want to ramp into it. Set the blend option on this empty to multiply, and the output of that

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expansions. This is a game for Windows, Xbox One, PS4 and PC. For the release of Goat Simulator: Goatmech, the developers from Coffee Stain Studios decided to postpone the release of the add-on for a month. The game will be released in August. To speed up the release of the add-on, you can pre-order.

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