

OSL Material

This page provides information about the OSL Material in V-Ray for Cinema 4D.

Overview

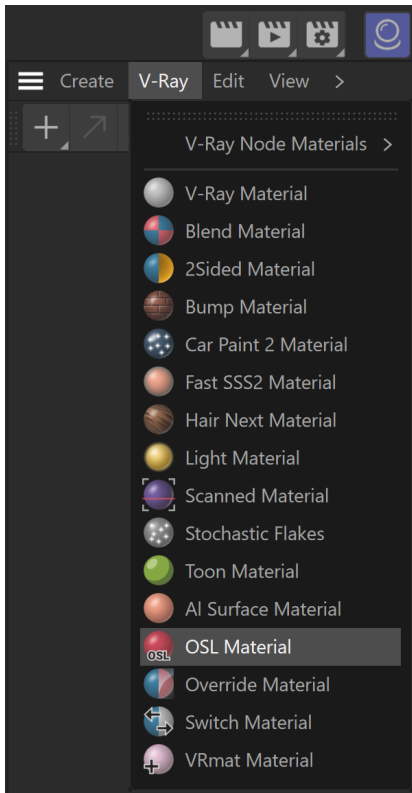
The V-Ray OSL material can be used to load [OSL](#) shader code files (*.osl*) or [OSL](#) object code files (*.oso*) and render them directly with V-Ray.

The V-Ray OSL material plug-in can be used with shaders that use *closure color* output parameters.

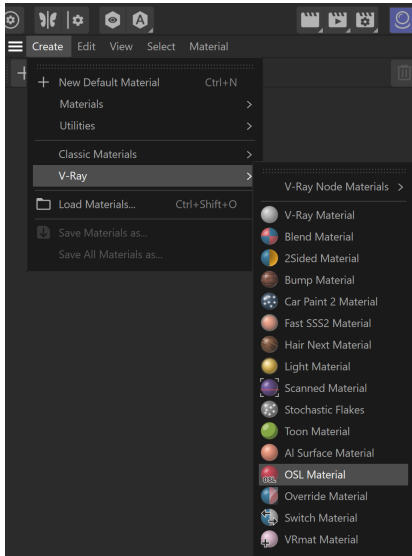


UI Paths

||V-Ray|| > **OSL Material**



||Create|| > **V-Ray** > **OSL Material** (disabled [Separate menu for V-Ray materials](#))



Shader

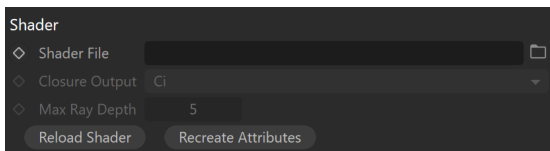
Shader File – Specifies the .osl or .oso file that contains the shader (object) code.

Closure Output – Specifies the closure color source for the material's output. The built-in output closure color parameter **Ci** is selected by default.

Max Ray Depth – Specifies the maximum reflection/refraction depth for the shader.

Reload Shader – Reloads the Shader File.

Recreate Attributes – Reloads the Shader File and recreates its attributes



Options

Material Id Enabled – Enables the use of Material ID.

Material ID – The color used by the [Material ID render element](#). You can also use a shader here.

Multimatte ID – The integer ID of the material to be used by the [Multi Matte render element](#).

Round Edges Enabled – Enables the Round Edges effect, which uses bump mapping to smooth out the edges of the geometry during render time.

Radius – Specify a radius (in world units) for the Round Edges effect. Since the actual geometry is not being changed and only the normals of the faces are affected, large values may produce undesirable effects.

Consider Same Object Only – When enabled, the rounded corners are produced only along edges that belong to the object, which has the attribute applied. When disabled, rounded corners are also produced along edges formed when the object with the attribute intersects other objects in the scene.

Corners – Choose which edges are considered in the calculation. Possible options are:

Convex and Concave – Considers all edges.


Convex Only – Only applies Round Edges effect to edges with convex angles.

Concave Only – Only applies Round Edges effect to edges with concave angles.

Options

▼ MATERIAL ID


Material Id Enabled ☒

> Material ID > 

Multimatte ID

▼ ROUND EDGES

Round Edges Enabled ☒

◇ > Radius 

Consider Same Object Only ☒

Corners