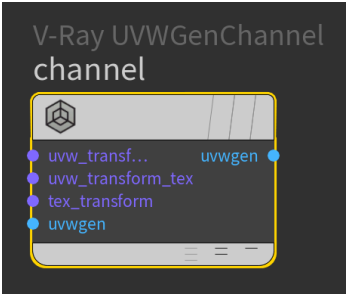


V-Ray UV Channel Index

This page provides information on the V-Ray UVWGenChannel node.

Overview

The V-Ray UVWGenChannel node allows you to use Channel mapping within the Mat Network.



Parameters

Channel Index – Specifies the UVW channel index.

Wrap U / V / W – Specifies the type of wrapping:

- No Wrapping
- Wrap
- Mirror Tile

Crop U / V / W – When enabled, cropping occurs in the specified direction.

Coverage – Specifies the UVW coverage.

Wrap Mode – Specifies one of the following wrapping modes:

- On 0.5 boundary
- On integer boundary

UV Derivatives Scale – Specifies an additional scale factor for the texture derivatives.

Use Double Sided Mode – When enabled, V-Ray uses the **Uvw Channel** for front-side contexts and **Uvw Channel + 1** for back-side contexts. This is primarily for V-Ray for SketchUp.

