

# V-Ray Splat

This page contains information about the V-Ray Splat Texture.

## Overview

The V-Ray Splat texture is a procedural texture that mimics a splatter effect similar to the way paint can splatter onto a surface. Both of its two color channels can be connected to texture maps.



## Settings

**Color 1** – Controls the color of the main surface.

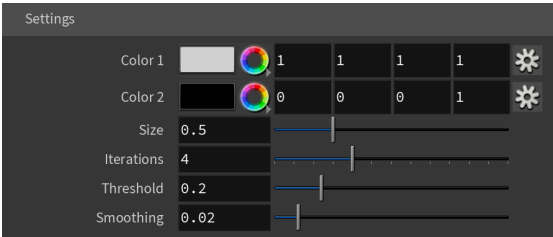
**Color 2** – Controls the color of the splatters.

**Size** – Controls the scale of the procedural texture produced. *For more details, see the [Size](#) example below.*

**Iterations** – Controls how many times the procedural repeats the process of creating splatters. *For more details, see the [Iterations](#) example below.*

**Threshold** – Determines how much of **Color 1** is mixed with **Color 2**. At 0, only Color 1 is displayed; at 1, only Color 2 is displayed. *For more details, see the [Thresh old](#) example below.*

**Smoothing** – Controls the sharpness of the splatters. Lower values make the splatters sharper, higher values make them more blurry. *For more details, see the [S moothing](#) example below.*



## Color Tweaks

**Default Color** – Specifies a color when there are no valid uvw coordinates.

**Mult** – Specifies a multiplier for the texture color.

**Offset** – Color corrects the texture by adding the RGB color values specified here to the RGB color values in the texture.

**Invert** – When enabled, the resulting texture color is inverted.



## Alpha Tweaks

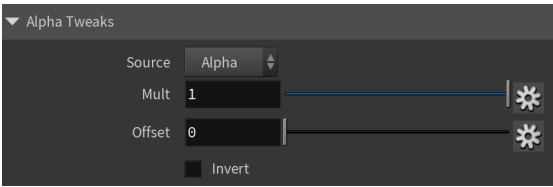
**Source** – Specifies the alpha source from *Alpha*, *Color*, and *Opaque*.

**Use** – Differentiates between textures exported from different applications. You can choose between *Color Intensity (3ds Max)* and *Color Luminance (Maya)*.

**Mult** – Specifies a multiplier for the texture alpha.

**Offset** – Specifies an additional offset for the texture alpha.

**Invert** – When enabled, the resulting texture alpha is inverted, too. If disabled, just the color is inverted.



## Placement

**Placement Type** – Specifies the way the valid portion of the texture is applied. The options are *Full*, *Crop*, and *Place*.

**U/V** – Specifies the U/V coordinates of the valid texture sector.

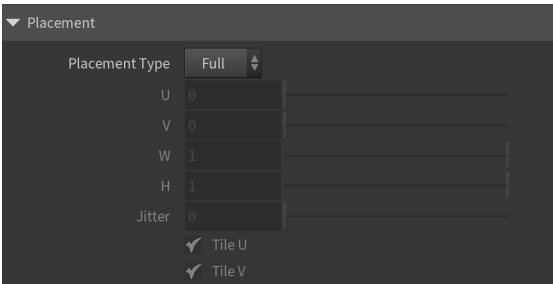
**W** – Specifies the width of the valid texture sector.

**H** – Specifies the height of the valid texture sector.

**Jitter** – Specifies the amount of random placement variation.

**Tile U** – When enabled, there is horizontal tiling.

**Tile V** – When enabled, there is vertical tiling.



## UV Noise

---

**Enabled** – Enables the UV noise.

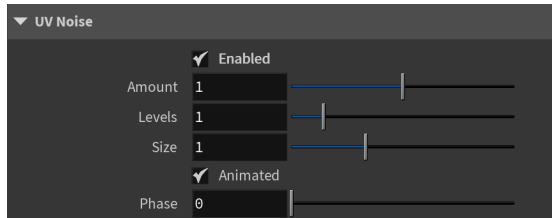
**Amount** – Specifies the UV noise amount.

**Levels** – Specifies the UV noise iterations.

**Size** – Specifies the UV noise size.

**Animated** – When enabled, the noise is animated.

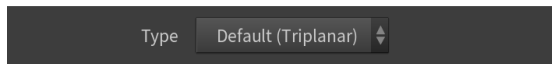
**Phase** – Specifies the UV noise phase.



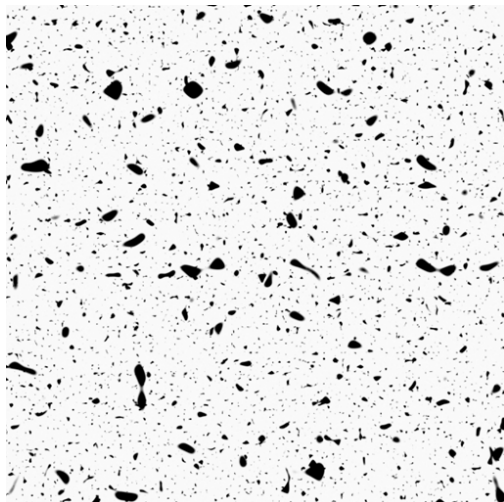
## Mapping

---

**Type** – Specifies the mapping type.



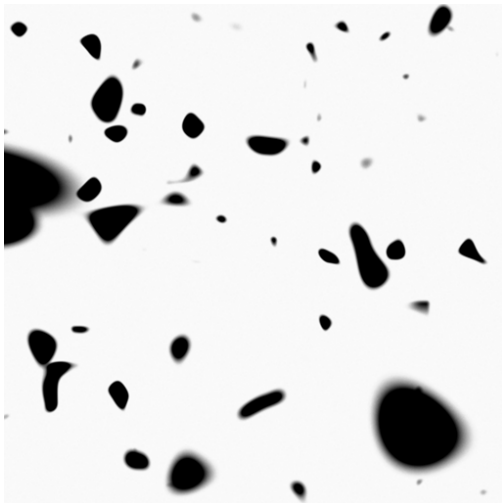
### Example: Size



Size: 0.25



Size: 1.0



Size: 2.5

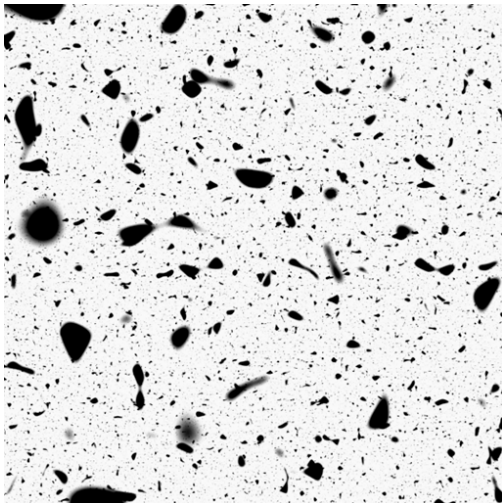
**Example: Iterations**



Iterations: 2



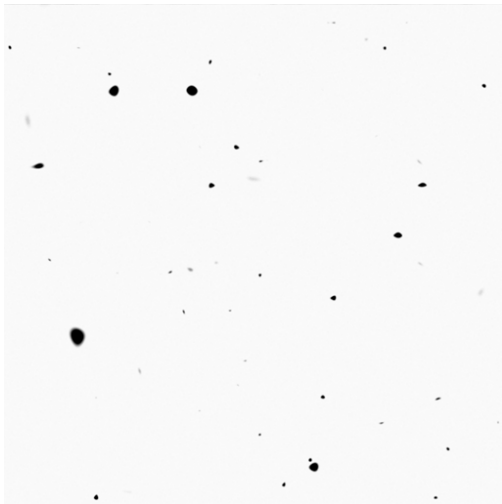
Iterations: 4



Iterations: 8

---

**Example: Threshold**



Threshold: 0.1



Threshold: 0.2

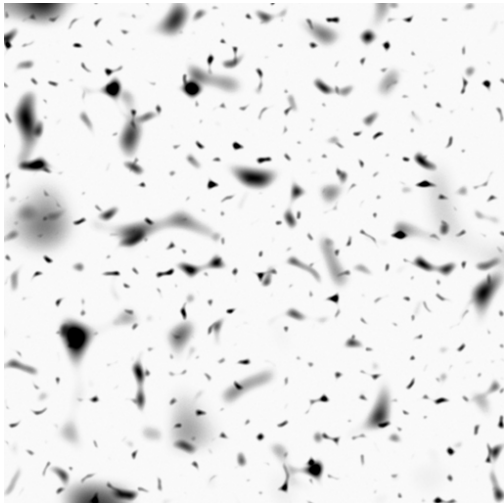


Threshold: 0.35

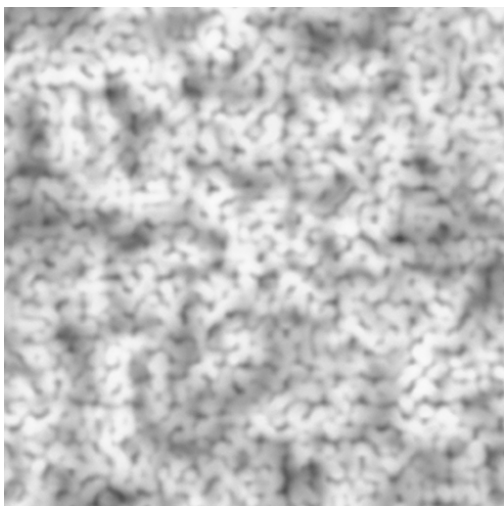
**Example: Smoothing**



Smoothing: 0.02



Smoothing: 0.1



Smoothing: 0.5

