

# V-Ray Swirl

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

## Overview

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V-Ray Swirl is a procedural texture that produces a radial swirling effect. Its effect looks similar to stirring two colors of paint together with a stick. Its parameters can be connected to texture maps if required.



## Settings

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**Color 1** – Controls the lighter color. This channel can also be connected to a texture map.

**Color 2** – Controls the darker color. This channel can also be connected to a texture map.

**Swirl Amount** – Controls the amount of **Color 2** that can be seen in the texture. *For more details, please see the [Swirl Amount](#) examples below.*

**Swirl Intensity** – Controls how much range of color can be seen in the swirl. Higher values crush all colors in the texture to a highly contrasted version. While lower values produce more range and eventually for very low values fade away almost completely. *For more details, please see the [Swirl Intensity](#) examples below.*

**Twist** – Controls the tightness of the swirl. *For more details, please see the [Twist](#) examples below.*

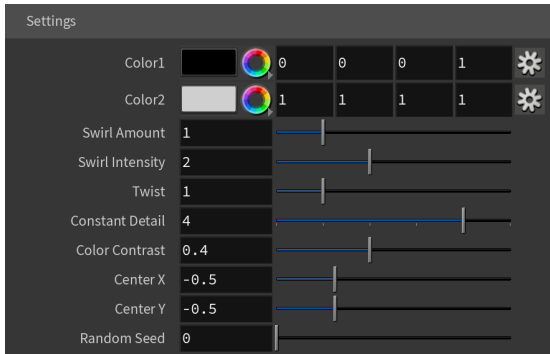
**Constant Detail** – The number of noise octaves used for the noise in the swirl. Larger values result in more detail, but render slower.

**Color Contrast** – Acts as a sort of threshold on the swirl to produce harder edges at high values and more color range at lower values. *For more details, please see the [Color Contrast](#) examples below.*

**Center X** – Controls the position of the center of the swirl in the x axis.

**Center Y** – Controls the position of the center of the swirl in the y axis.

**Random Seed** – A number that can be used to differ between two instances of the texture.



## 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

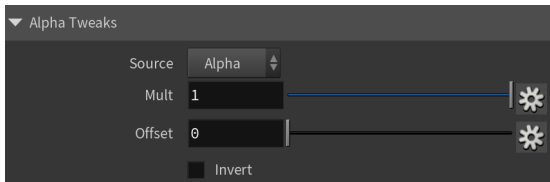
**Source** – Specifies the alpha source from *Alpha*, *Color*, and *Opaque*.

**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.

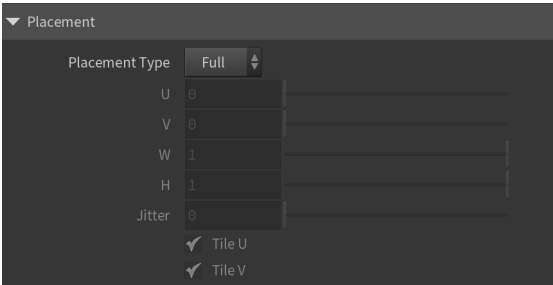
**W** – Specifies the width of the valid texture sector.

**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.

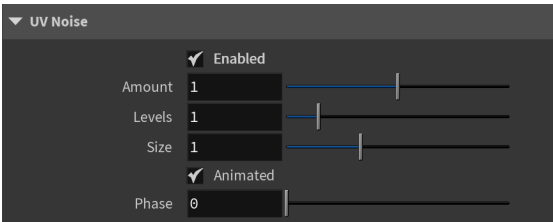
**Amount** – Specifies the UV noise amount.

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

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

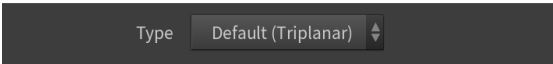
**Animated** – When enabled, the noise is animated.

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

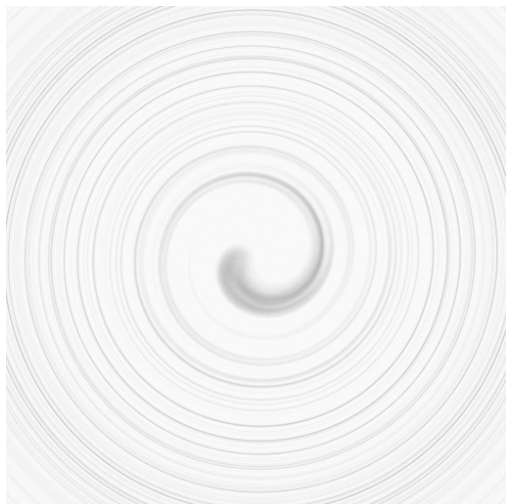


## Mapping

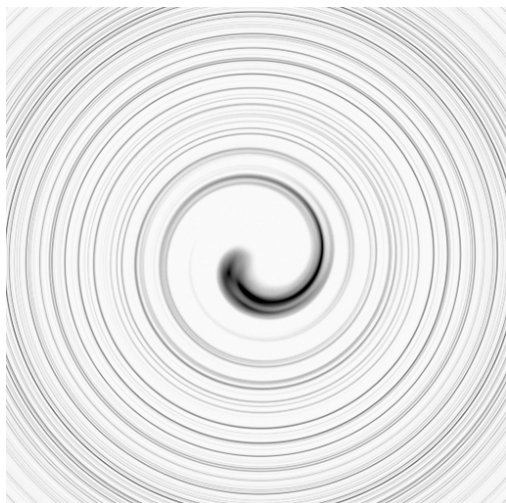
**Type** – Specifies the mapping type.



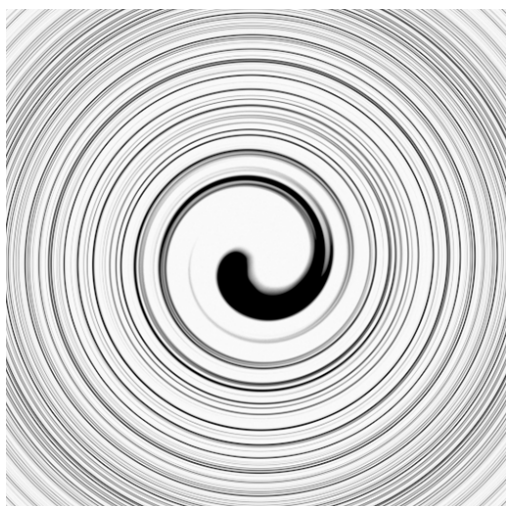
### Example: Swirl Intensity



**Swirl Intensity: 1.0**

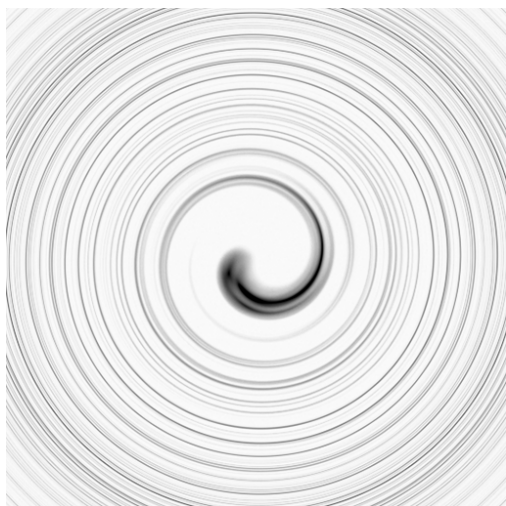


**Swirl Intensity: 2.0**

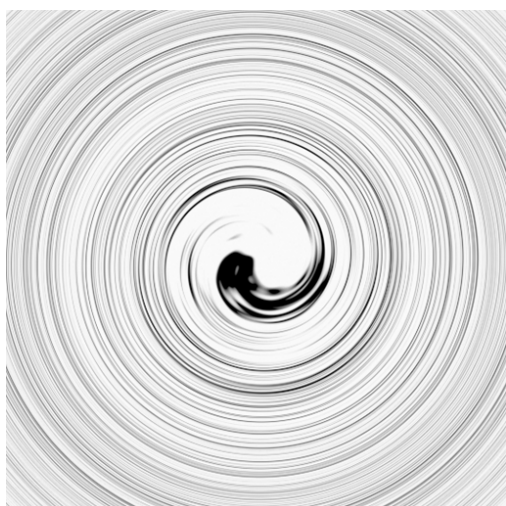


**Swirl Intensity: 4.0**

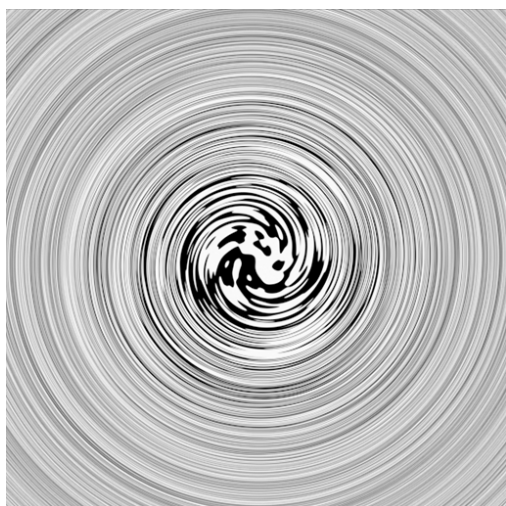
**Example: Color Contrast**



**Color Contrast: 0.4**

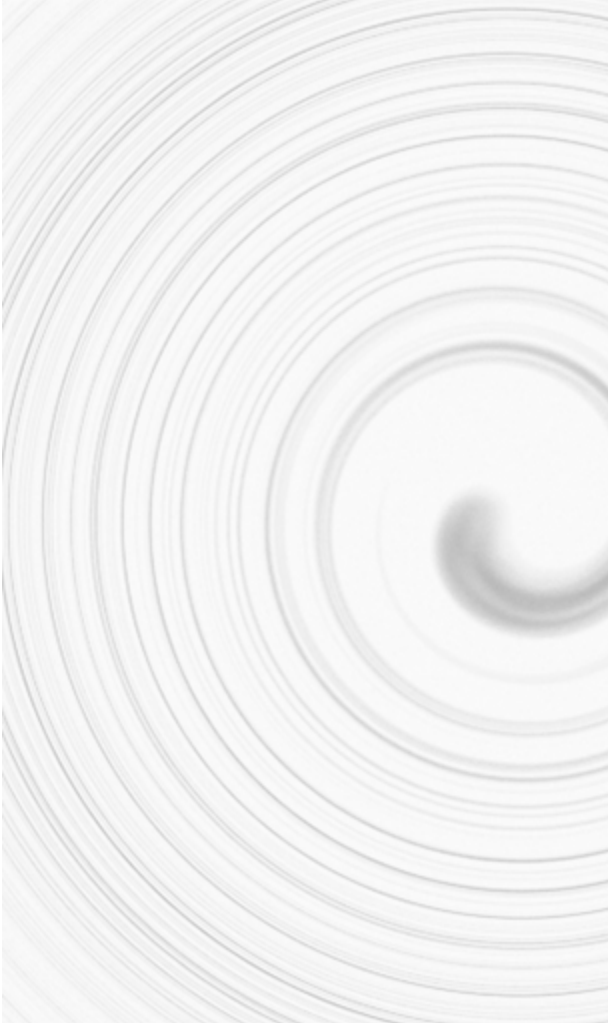


**Color Contrast: 1.0**

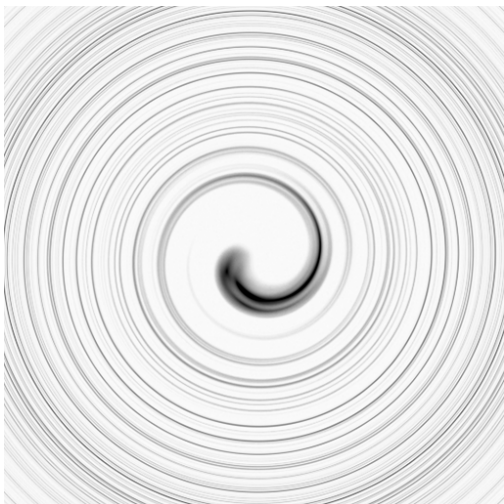


**Color Contrast: 3.0**

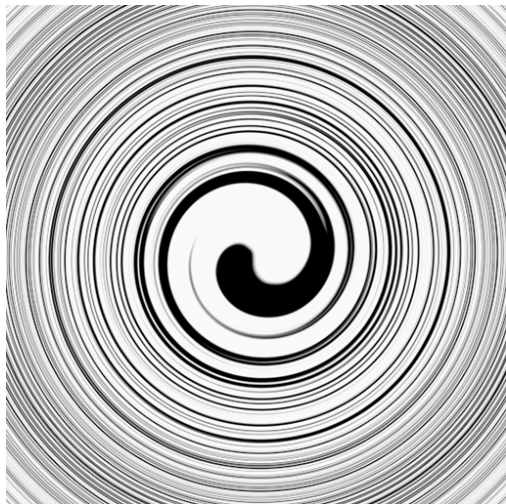
### Example: Swirl Amount



Swirl Amount: 0.5

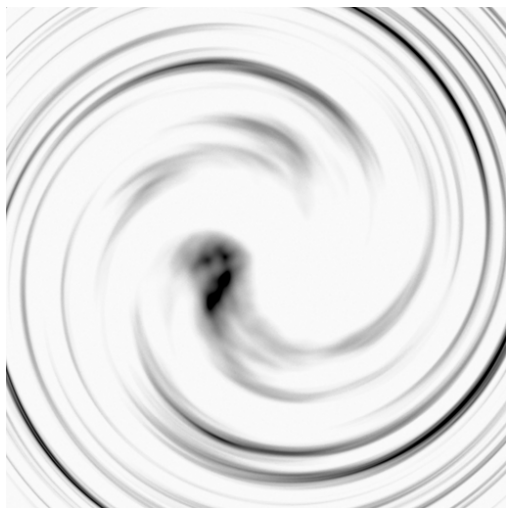


Swirl Amount: 1.0

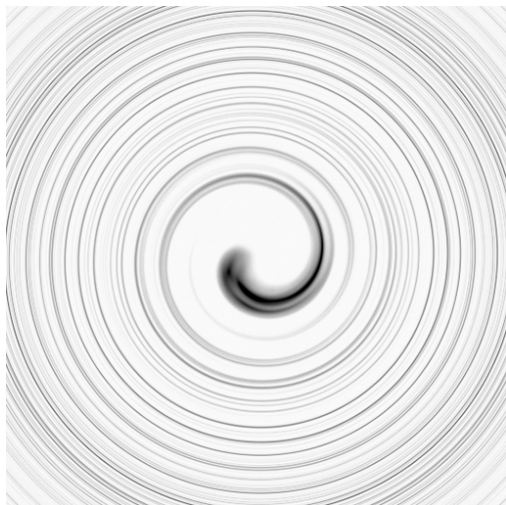


**Swirl Amount: 4.0**

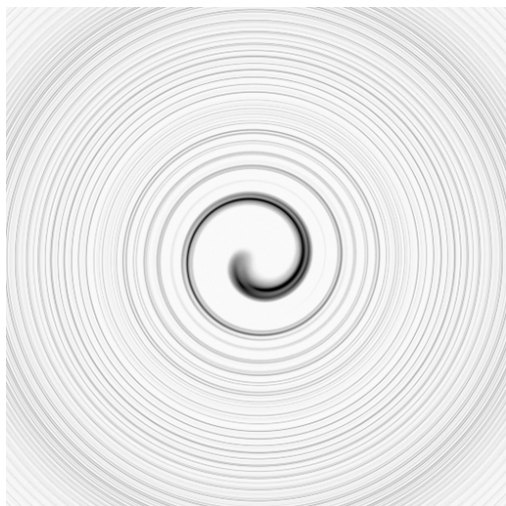
### **Example: Twist**



**Twist: 0.1**



**Twist: 1.0**



**Twist: 2.0**

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