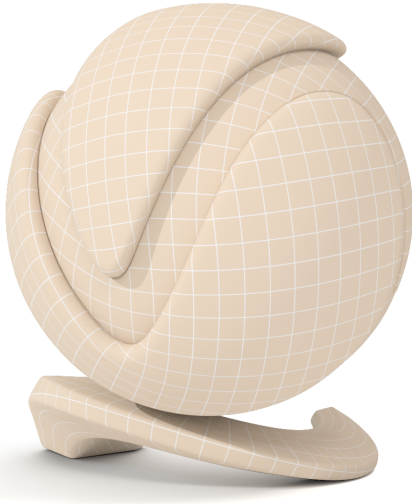# V-Ray Tiles

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

Overview

The V-Ray Tiles Texture generates a versatile procedural tile pattern with two colors or texture maps.

Parameters

Pattern Type – Selects from certain preset tile patterns. Some channels controls may not be visible in the UI for this texture if the **Pattern Type** chosen does not support or need it. *For more details, please see the Pattern Type examples below.*

Color Mortar – Controls the color of the mortar. This channel can also be controlled by a texture map.

Color Tiles – Controls the color of the tiles. This channel can also be controlled by a texture map.

Horizontal Count – Controls the horizontal tile count. *For more details, please see the Horizontal Count examples below.*

Vertical Count – Controls the vertical tile count. *For more details, please see the Vertical Count examples below.*

Color Variance – Controls the amount of color variety in the tiles. *For more details, please see the Color Variance examples below.*

Fade Variance – Controls how faded the color from the Color Variance.

Horizontal Gap – Controls the size of the horizontal gap between the tiles. *For more details, please see the Horizontal Gap examples below.*

Vertical Gap – Controls the size of the vertical gap between the tiles. *For more details, please see the Vertical Gap examples below.*

Holes % – Controls the percentage of tiles that are missing. *For more details, please see the Holes Percentage examples below.*

Edge Roughness – Controls how rough the edges of each tile are. *For more details, please see the Edge Roughness examples below.*

Random Seed – Used to generate the procedural Tiles Texture. This value can control **Holes**, **Color Variance**, **Fade Variance**, and **Random Shift**. *For more details, please see the Random Seed examples below.*

Line Shift – Controls the amount of shift between each line of tiles.

Random Shift – Controls the amount of shift between each of the tiles.
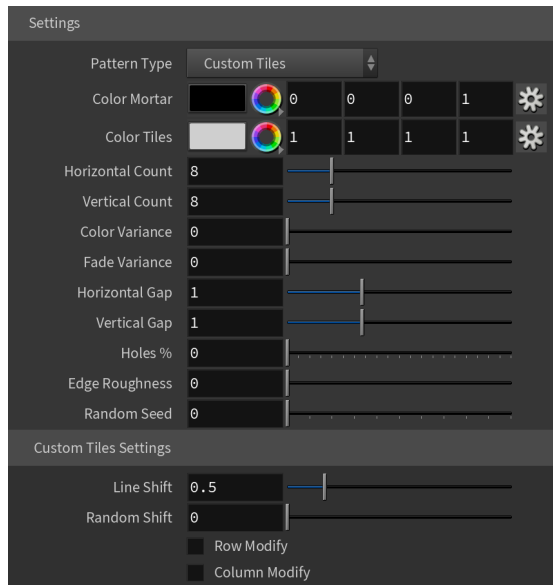
Row Modify – When enabled, the custom parameters are used.

Column Modify – When enabled, the custom parameters are used.

Per Row – Specifies the number of tiles in each row.

Row Change – Specifies the amount of change to apply with each row.

Per Column – Specifies the number of tiles in each row.

Column Change – Specifies the amount of change to apply with each row.

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.
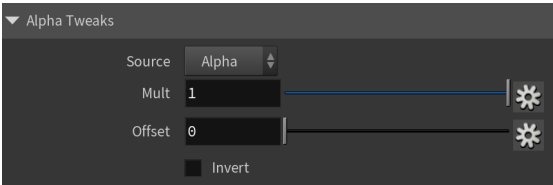
Placement

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

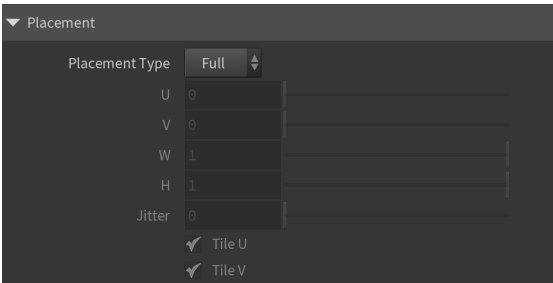**U/V** – Specifies the U/V coordinates of the valid texture sector.

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.
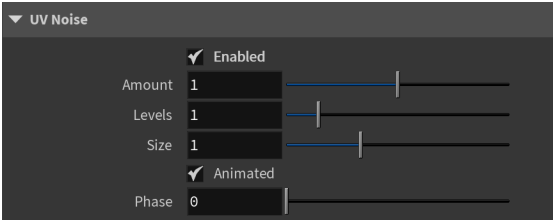
Mapping

Type – Specifies the mapping type.

Example: Pattern Type

Examples shown with Horizontal and Vertical Counts of *2.0*.
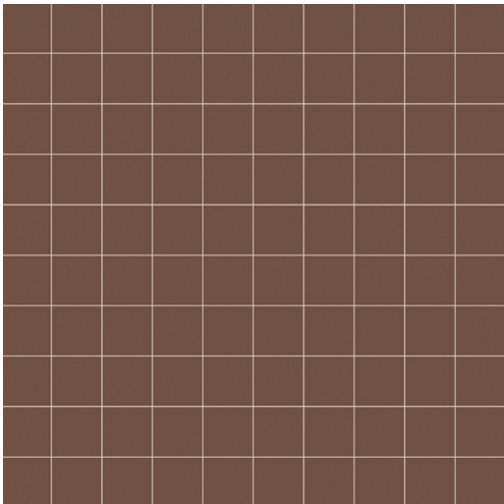
Pattern: Custom Tiles
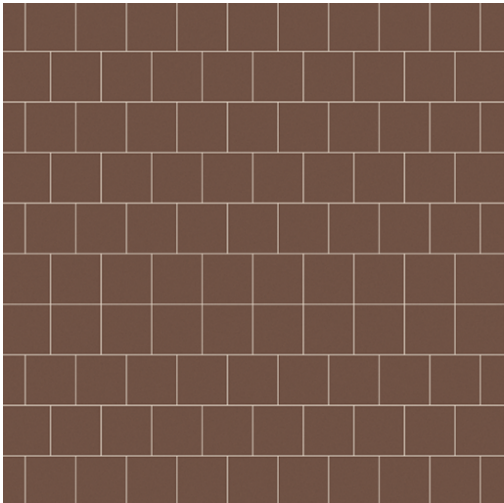
Pattern: Running Bond
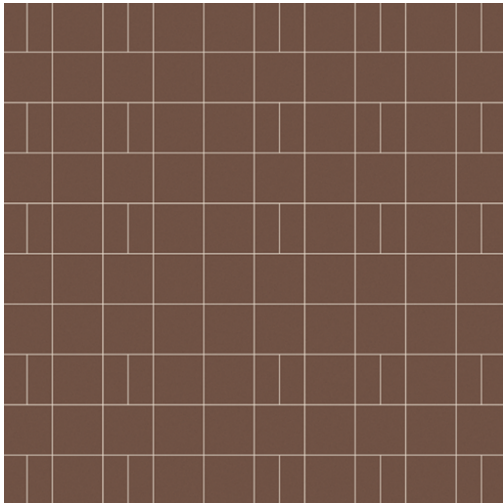
Pattern: Common Flemish Bond
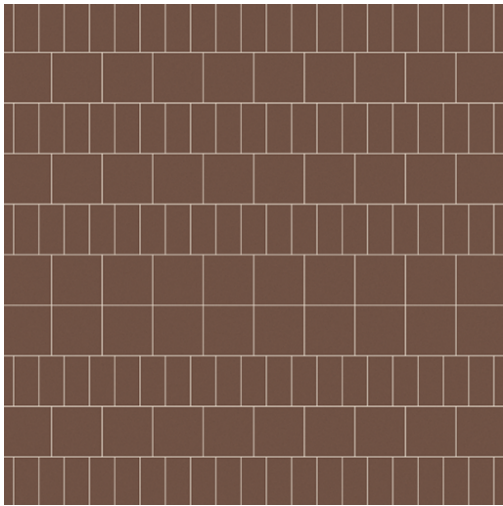
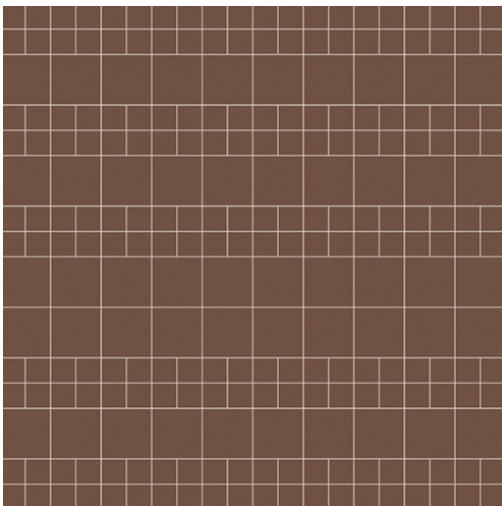**Pattern:** English Bond
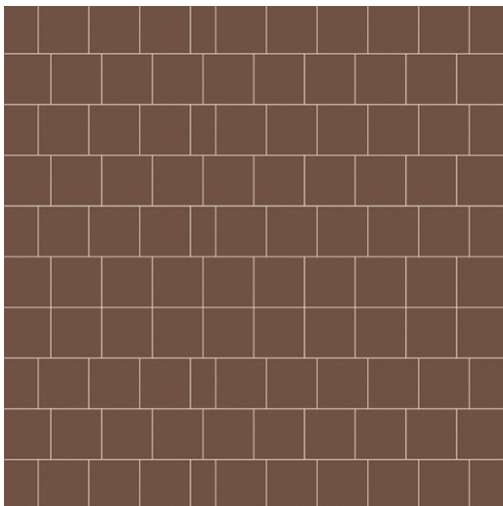
Pattern: 1/2 Running Bond
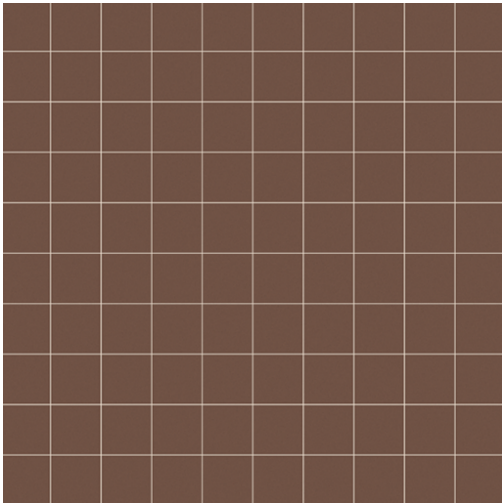
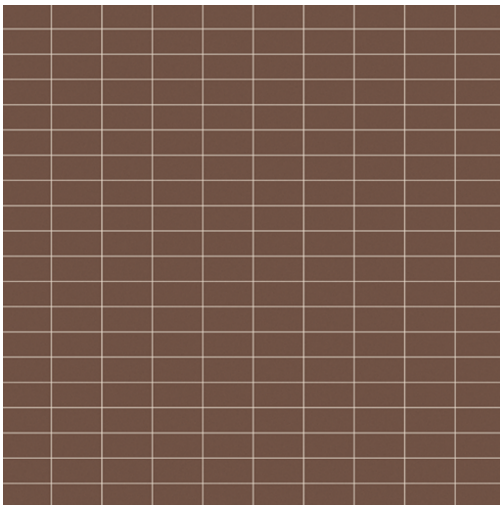**Pattern:** Stack Bond
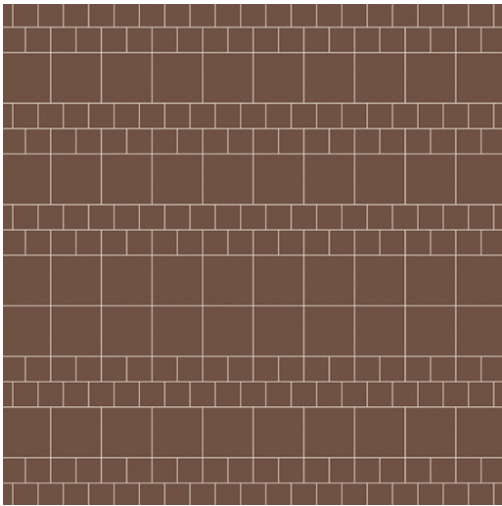
Pattern: Fine Running Bond

Pattern: Fine Stack Bond
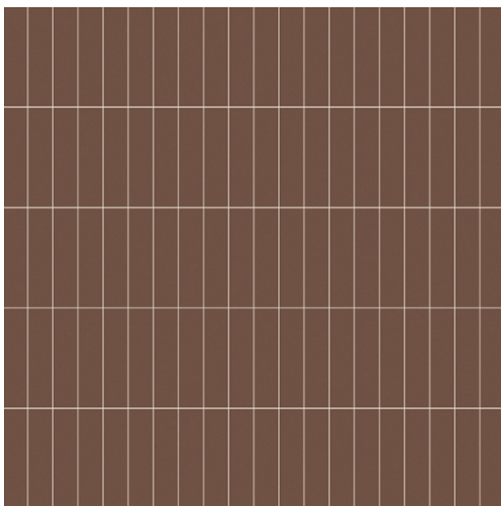
Example: Horizontal and Vertical Count
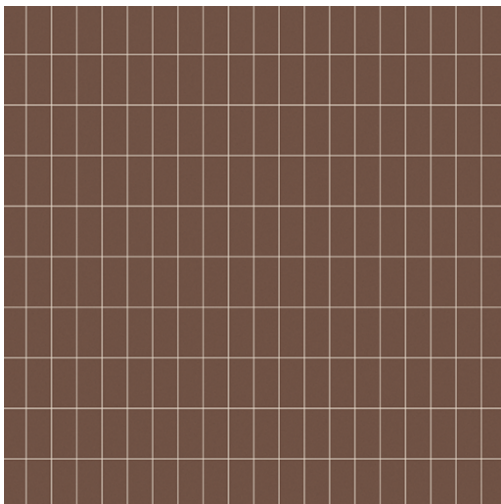

Horizontal Count: *0.5*
Vertical Count: *4.0*

Horizontal Count: *2.0*
Vertical Count: *4.0*
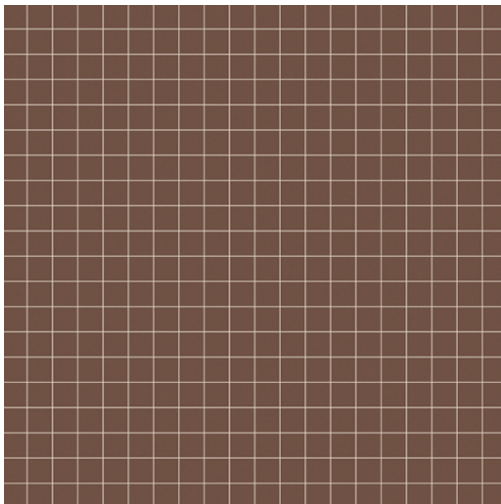
Horizontal Count: *4.0*
Vertical Count: *4.0*

Horizontal Count: *4.0*
Vertical Count: *1.0*

Horizontal Count: *4.0*
Vertical Count: *2.0*
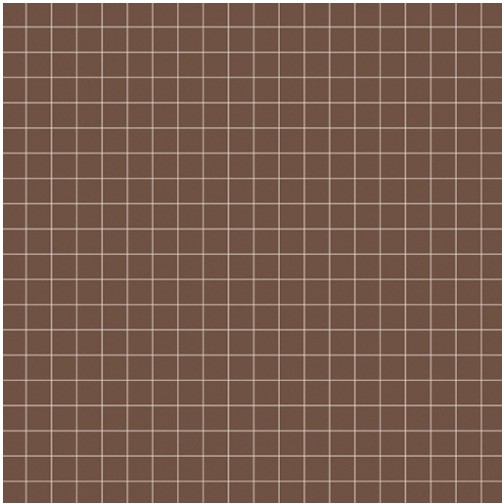
Horizontal Count: *4.0*
Vertical Count: *4.0*

Example: Color Variance
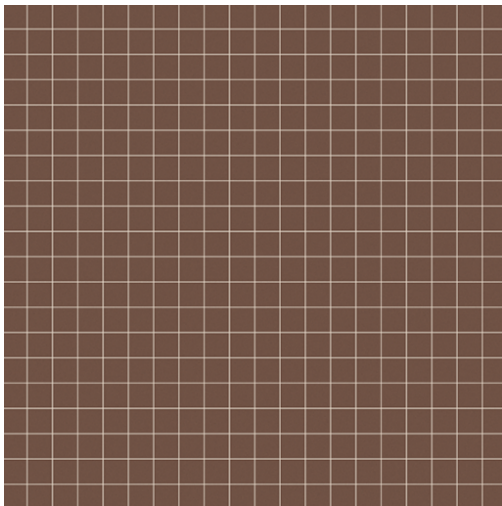
Color Variance: *0.0*
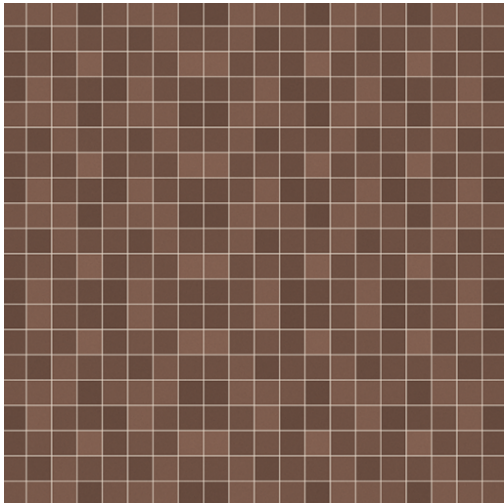
Color Variance: *1.0*
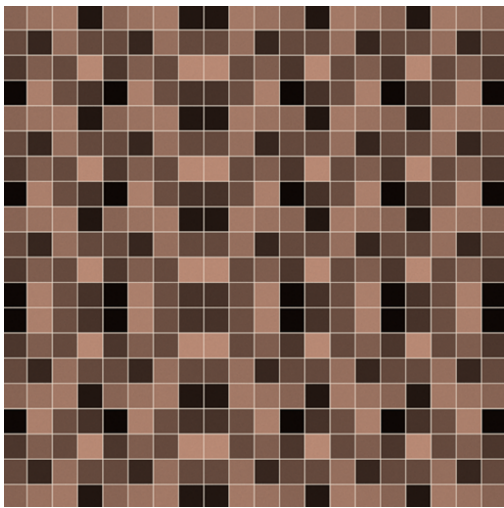
Color Variance: *5.0*

Example: Horizontal and Vertical Gap
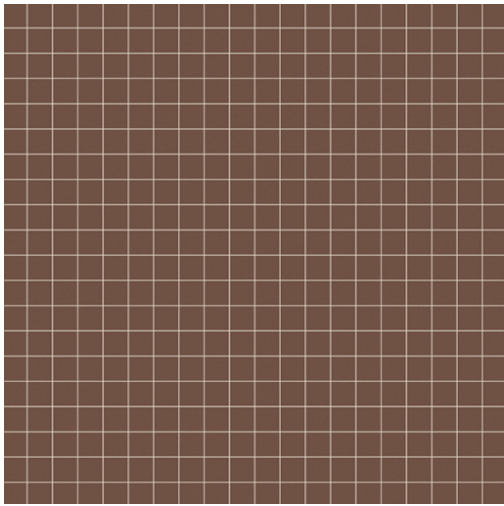
Horizontal Gap: *0.25*
Vertical Gap: *0.25*
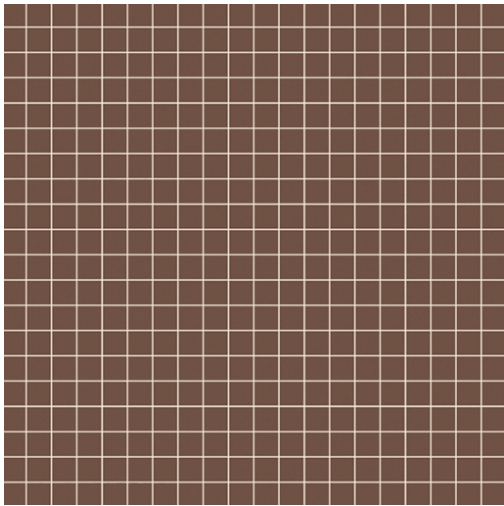
Horizontal Gap: *0.25*
Vertical Gap: *0.25*
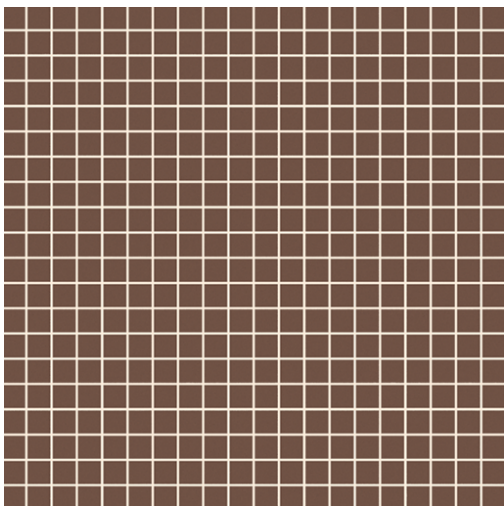
Horizontal Gap: *1.0*
Vertical Gap: *1.0*

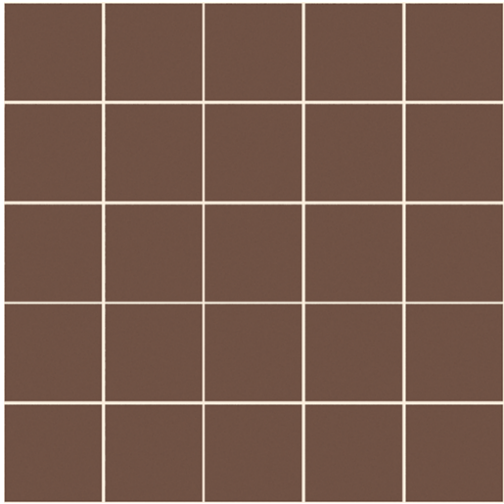**Example: Holes Percentage**
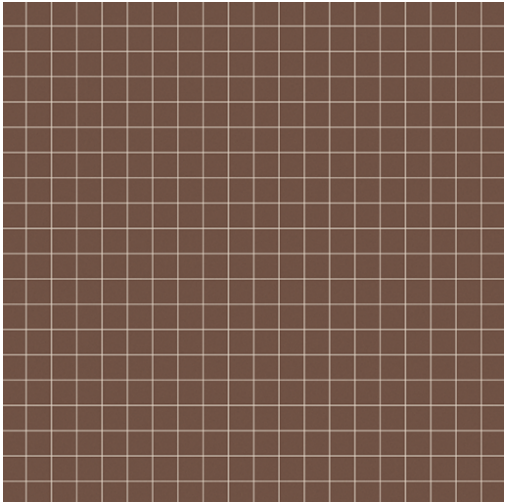
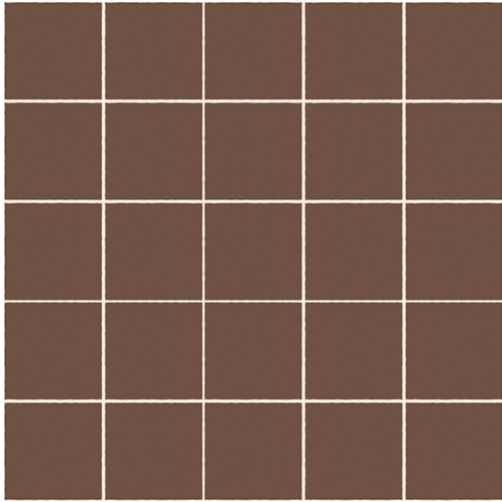
Holes %: *0*
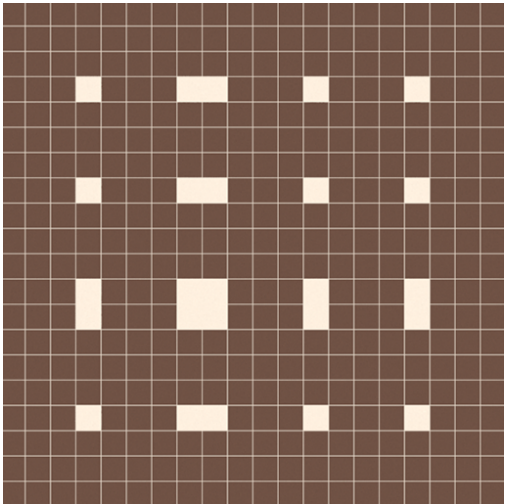
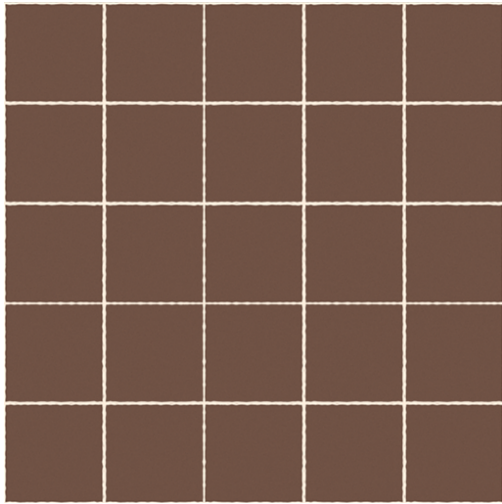**Holes %:** *2*
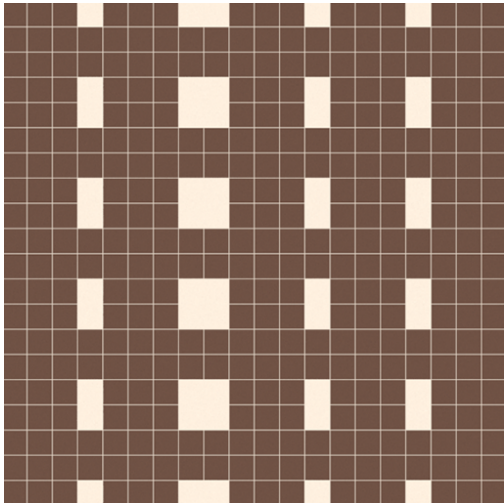
Holes %: *5*

Example: Edge Roughness

Examples below have Horizontal and Vertical Counts of *1.0*, and Horizontal and Vertical Gaps of *1.0.*

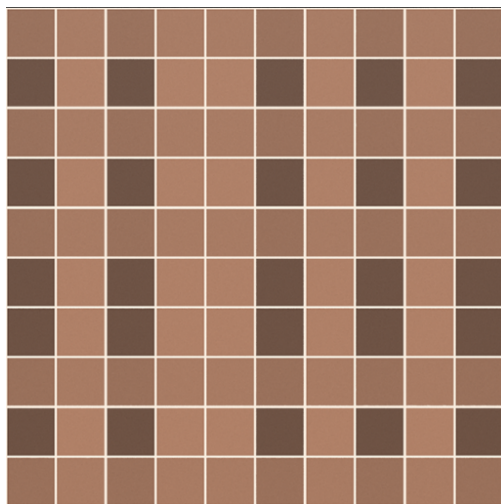**Edge Roughness:** *0.0*

Edge Roughness: *5.0*


Edge Roughness: *10.0*

Example: Random Seed

By adjusting the value of **Random Seed**, along with the values of the settings above **Random Seed**, custom procedural brick patterns can be created.
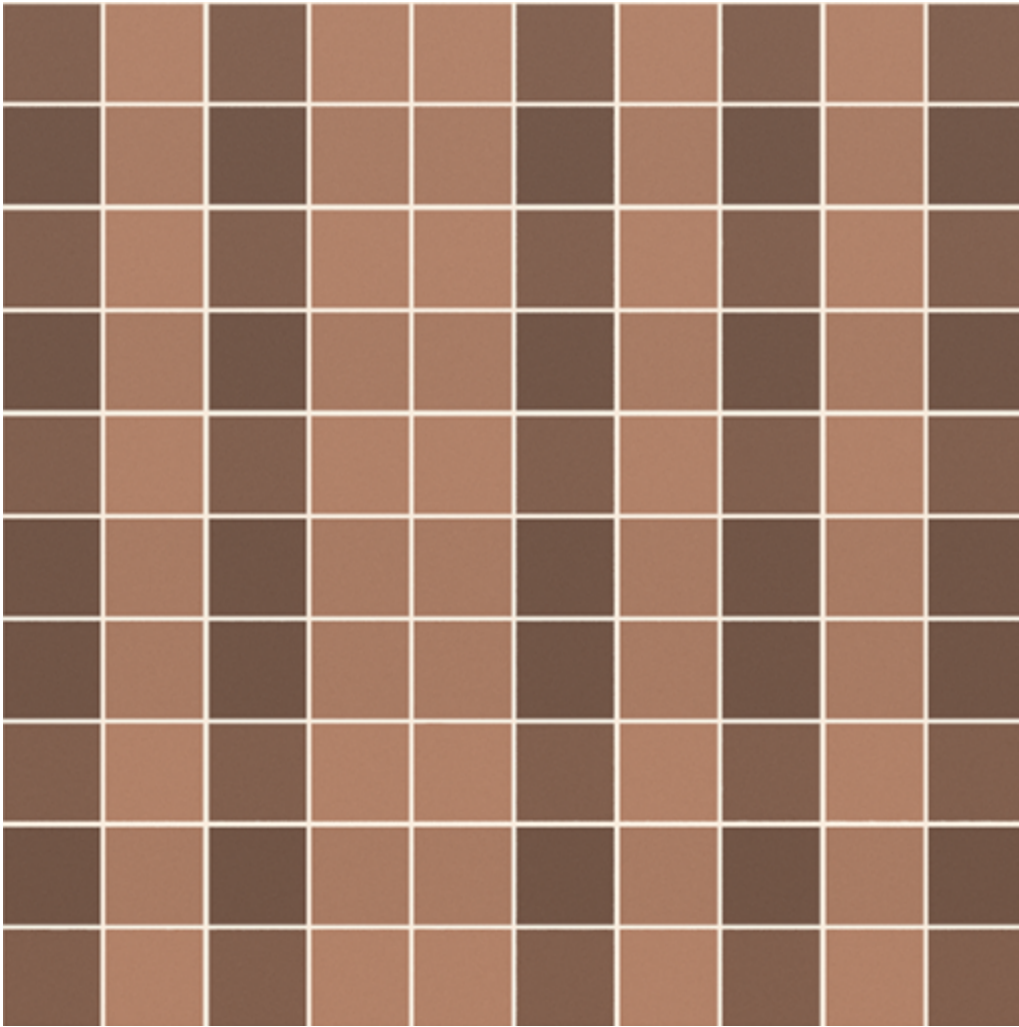
Examples below start with this base **Custom Tile**, where all settings are default except those specified:
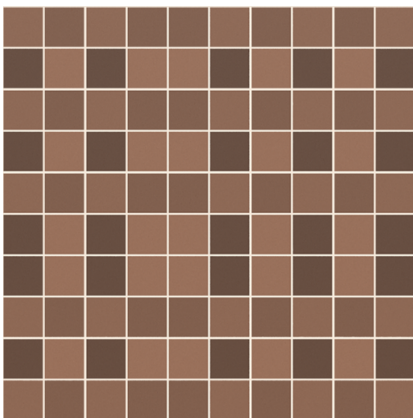
Horizontal and Vertical Counts: *2.0*
Color and Fade Variance: *1.0*
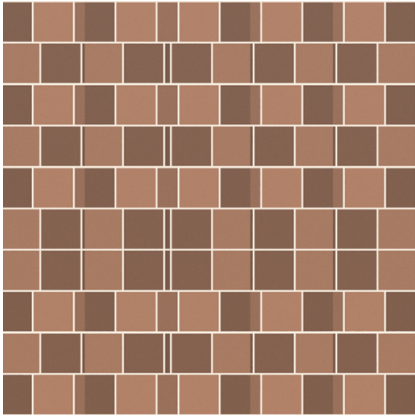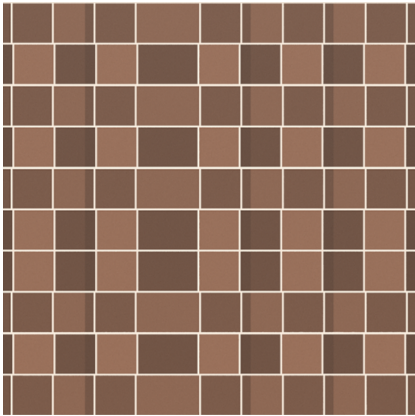**Horizontal and Vertical Gap:** *1.0*
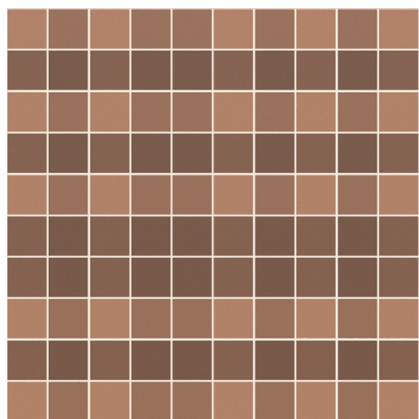
Random Seed: *2.0*

Random Seed: *4.0*

Random Seed: *6.0*

Random Seed: *2.0*
Random Shift: *1.0*

Random Seed: *4.0*
Random Shift: *3.0*
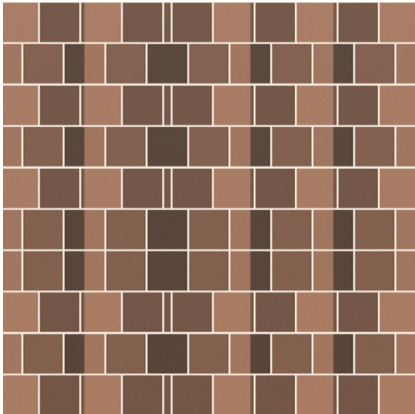
Random Seed: *6.0*
Random Shift: *5.0*