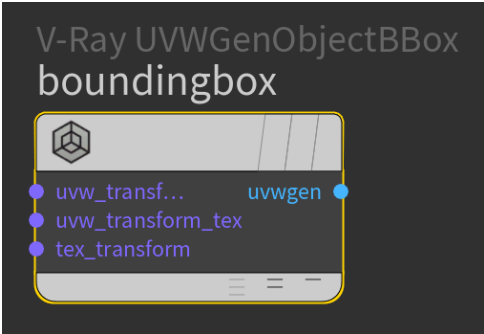


# V-Ray UV Bounding Box

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

## Overview

The V-Ray UVWGenObjectBBox node allows you to use Bounding Box mapping within the Mat Network.



## Parameters

**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.

