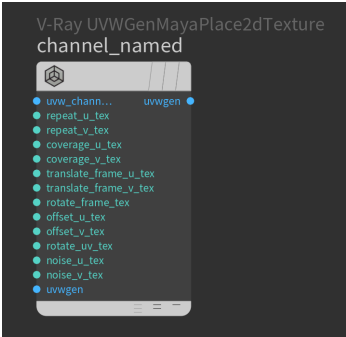


V-Ray UV Channel Name

This page provides information on the V-Ray UVWGenMayaPlace2dTexture node.

Overview

The V-Ray UVWGenMayaPlace2dTexture node allows you to use Named Channel mapping within the Mat Network.



Parameters

UV Name – Specifies the name of the UV channel that should be used.

Repeat U / V – Specifies the number of times to repeat the texture in the U / V direction.

Coverage U / V – Specifies the U / V coverage amount.

Translate Frame U / V – Specifies a U / V texture translate frame amount.

Rotate Frame – Specifies a rotation amount for the texture.

Rotate UV – Specifies a rotation amount in UV space.

Offset U / V – Specifies an offset for the U / V position.

Noise U / V – Specifies the amount of noise to add.

Mirror U / V – Enables texture mirroring in the U / V direction.

Wrap U / V – Enables texture wrapping in the U / V direction.

Stagger – Enables texture staggering.

