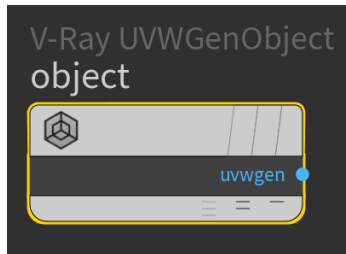# V-Ray UV Object

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

## Overview

The V-Ray UVWGenObject node allows you to use Object mapping within the Mat Network.



## Parameters

**UV Derivatives Scale** – Specifies an additional scale factor for the texture derivatives.