

# V-Ray Plane

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

## Overview

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The V-Ray GeomPlane node creates a procedural infinite plane primitive for V-Ray.



## Parameters

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**Viewport Size** – Changes the size of the infinite plane in the viewport for previewing purposes.

**Real-World Map Size** – Enables V-Ray Plane mapping in actual scale, which changes the UV coordinates. This is useful when importing Chaos Cosmos materials which use an actual scale. When disabled, V-Ray Plane has a fixed mapping in world space.

Viewport Size

2

☒ Real-World Map Size

Disabled  
Enabled

