

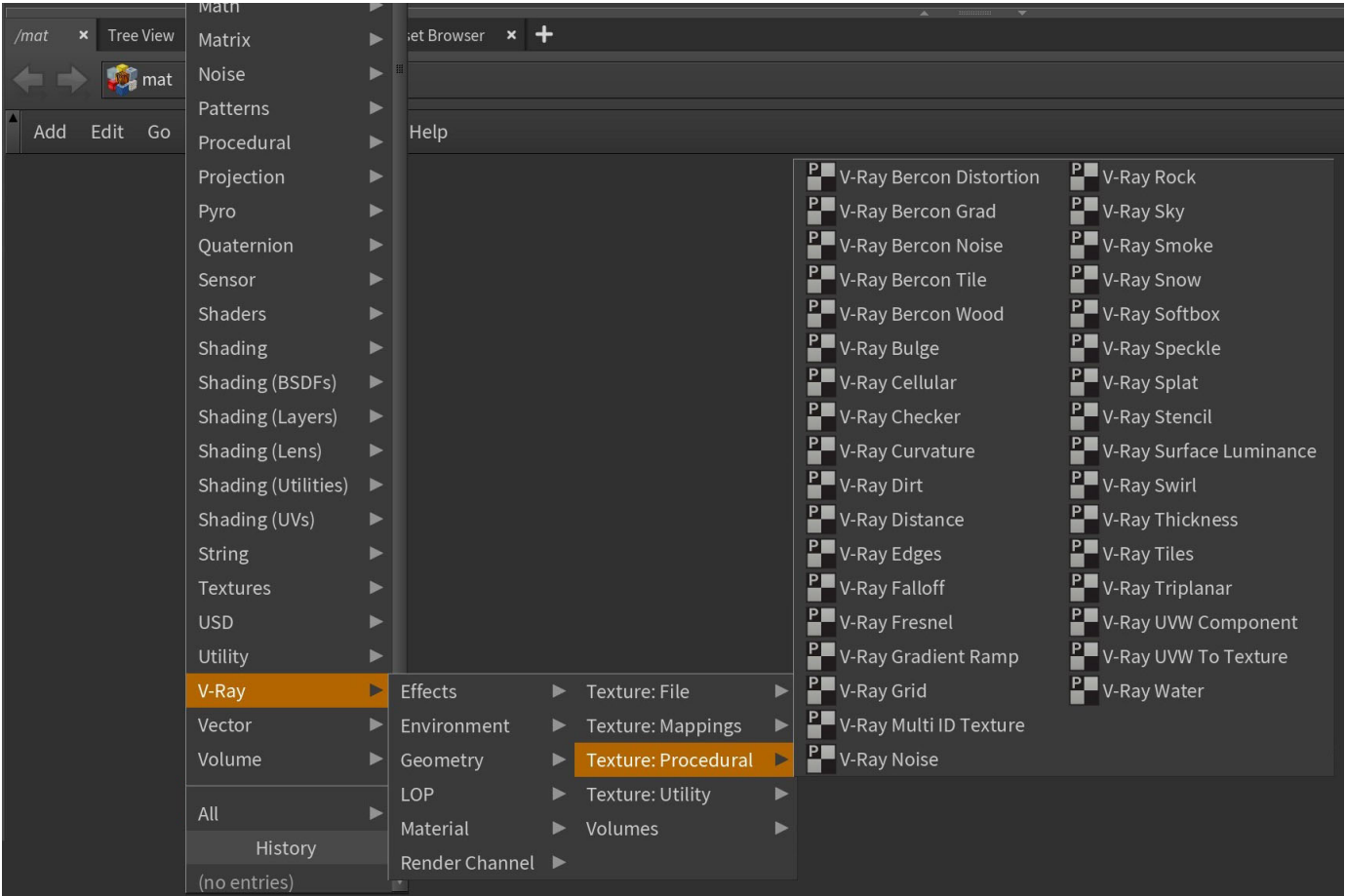
Texture Procedural

This section contains links to Procedural Textures found in V-Ray for Houdini.

Overview

V-Ray for Houdini adds a number of procedural textures specifically for use with V-Ray. See the links below for more information on specific Procedural Textures.

UI Path: `||mat network|| > V-Ray > Texture: Procedural` sub-menu



V-Ray Texture Samples









V-Ray Surface Luminance

V-Ray Thickness

V-Ray UVW Component

V-Ray UVW To Texture

V-Ray Bercon Distortion

V-Ray Bercon Grad