

# V-Ray OSL

This page contains information about the V-Ray TexOSL node.

## Overview

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The V-Ray TexOSL map can be used to load Open Shading Language [OSL](#) shader code files (.osl) or OSL object code files (.oso) and render them directly with V-Ray. It can be used with shaders that have simple color and float output parameters. These parameters are considered respectively as texture RGB and alpha outputs.

If the shader file describes a material (rather than a texture) and writes its result in an output closure color parameter, it is advised to use the [V-Ray OSL Material](#). Otherwise, the texture map will not evaluate the materials and will be rendered black.

For more on OSL in general, see the [Github reference](#).



## OSL Code

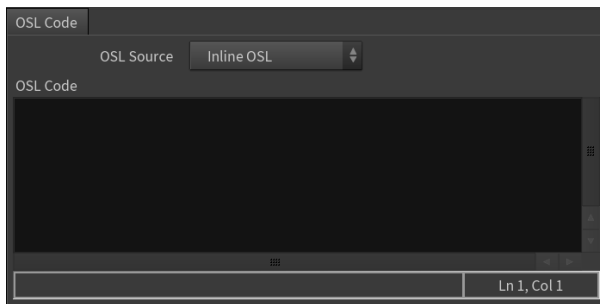
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**OSL Source** – Determines how the OSL code is drawn.

**Inline OSL**  
**File path (.oso/.osl)**

**OSL Code** – A space for manual insertion of an OSL code.

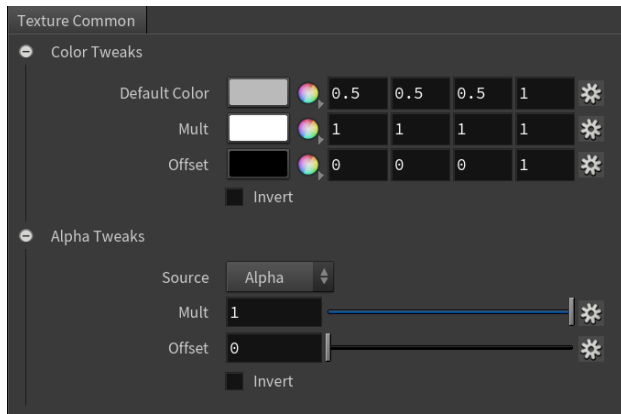
**Path to .oso/.osl file** – Specifies the .osl or .oso file which contains the shader (object) code.



## Color & Alpha Tweaks

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These rollouts are the standard V-Ray for Houdini texture rollouts.



## Notes

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- The V-Ray TexOSL texture automatically compiles [OSL](#) shaders to object code (OSO format) upon shader selection. No following compilations occur (even at render events). If the loaded [OSL](#) shader is modified click the **Recreate attributes** button for your changes to take effect.
- An [OSL](#) compiler that translates \*.osl files to \*.oso files can be found in the tools subdirectory of V-Ray's root installation folder.

## References

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- [OSL home page at SPI](#) - Open Shading Language home page at Sony Pictures Imageworks
- [OSL Google Code page](#) - Google Code project page for Open Shading Language
- [OSL GitHub page](#) - GitHub project page for Open Shading Language