V-Ray Thickness

This page contains information about the V-Ray Thickness.

Overview

The V-Ray Thickness utility outputs the thickness of the shaded object at the selected point in a grayscale color value. It uses raytracing to perform the task

Parameters

 $\label{eq:theorem} \textbf{Thickness Mult} - \textbf{The object thickness is multiplied by the selected value to get the texture color.}$

