

Gradient

This page provides information about the Gradient texture in V-Ray for Blender.

Overview

The V-Ray Gradient is an utility texture that creates a 3-color gradient texture.

UI Path

[[Node Editor]] > **Add > Textures > Gradient**

Node

Color 1-3 – The three colors used in the resulting texture. These can also be mapped to a different texture for each of the 3 colors.



Parameters

Type – Select How the gradient's appearance is calculated.

Linear – Shades from the left to the right in a straight line.

Radial – Shades from the center to the outside in a circular pattern.

Middle – The middle color position.

Noise Type – Dropdown to select how the colors are randomly distributed across the gradient.

Regular – A plain noise, this is not a fractal function.

Fractal – A fractal algorithm to generate the noise.

Turbulence – A turbulence based noise type is used.

Noise Amount – How much noise is introduced.

Noise Size – The scale of the noise.

Noise Iterations – How many iterations of noise there will be.

Noise Phase – Controls the speed of the procedural noise.

Noise Low – Sets the Low threshold.

Noise High – Sets the high threshold.

Noise Smooth – The amount of smoothing of the noise.

Compatibility – Allows you to match the result of the texture in Blender to that in either 3ds Max or Maya. If **Alpha From** is set to **Maya**:

3ds Max – The resulting alpha of the texture is the intensity of the texture.

Maya – The resulting alpha of the texture is the color luminescence.

Invert – When enabled inverts the colors in final result.

Alpha From – Determines how the alpha of the result is calculated:

Force 1.0 – Alpha is always 1.

Compatibility – Depends on the selected **Compatibility** option.

Self – The calculated alpha of the texture.

Invert Alpha – Inverts the alpha channel if **Invert** is also enabled.

UV

Placement – Select how to place the texture.

Full
Crop
Place

U – U coordinate of the texture sector.

V – V coordinate of the texture sector.

W – W coordinate of the texture sector.

H – Specifies the height of the texture sector.

Tile U/ Tile V – Enable to choose between a horizontal or vertical tiling.

UV noise on – Enables the noise.

UV noise amount – Specifies the UV noise amount.

UV noise levels – Specifies the UV noise iterations.

UV noise size – Specifies the UV noise size.

UV noise phase – Specifies the UV noise phase.

Animate UV noise – If enabled, the noise is animated. Use the UV noise phase to animate the noise.

Node: Gradient

Type: Linear

Middle: 0.500

Noise Ty.. Regular

Noise Phase: 0.000

Noise Amount: 0.000

Noise Low: 0.000

Noise Size: 1.000

Noise High: 1.000

Noise Iterations: 4.000

Noise Smooth: 0.000

Common Properties:

Compatibility: 3ds Max

Color:

☐ Invert

Alpha:

Alpha From: Self

☒ Invert Alpha

UV:

Placement: Full

U: 0.000

☐ UV noise on

V: 0.000

UV noise amount: 1.000

W: 1.000

UV noise levels: 1.000

H: 1.000

UV noise size: 1.000

☒ Tile U

UV noise phase: 0.000

☒ Tile V

☒ Animate UV noise