Hair Sampler

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

Overview

The V-Ray Hair Sampler is a texture that provides extra output attributes which can be used when shading hair.

Used with the Hair 3 material, this node allows you to map color, incandescence, and transparency along the length of a hair strand, as well as the ability to randomize such properties on a per-strand basis to create stunning hair looks.

UI Path

||Node Editor|| > **Add** > **Textures** > **Hair Sampler**

Node

Distance – Provides information about the shaded part of the hair strand. For the base of the strand, the value is 0.0, and for the tip it is 1.0.

Color – Provides information about the diffuse color along the hair strand.

Incandescence – Provides information about the incandescence color along the hair strand.

Transparency – Provides information about the transparency along the hair strand.

Random Distance – Provides an unique random floating point value for each strand in the hair system, which can be used with a ramp texture for example to blend between two colors.