Leather

This page provides information about the Leather texture in V-ray for Blender.

Overview

The Leather texture map generates a procedural leather texture. It uses two color channels that can also be assigned to texture maps.

UI Path

||Node Editor|| > **Add** > **Textures** > **Leather**

Node

Cell Color Tex – Controls the color of the cells.

Crease Color Tex – Controls the color of the creases.

Size – Controls the size of the procedural texture.

Density – Controls how close the cells are placed next to each other.

Spottiness – Controls how circular the cells appear.

Randomness – Controls how randomly the cells look in relation to each other.

Threshold – Controls the transition between the Cell Color and Crease Color.

Parameters

Size – Controls the size of the procedural texture.

Density – Controls how close the cells are placed next to each other.

Spottiness – Controls how circular the cells appear.

Randomness – Controls how randomly the cells look in relation to each other.

Threshold – Controls the transition between the Cell Color and Crease Color.

Creases – Enables and disables creases.

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.

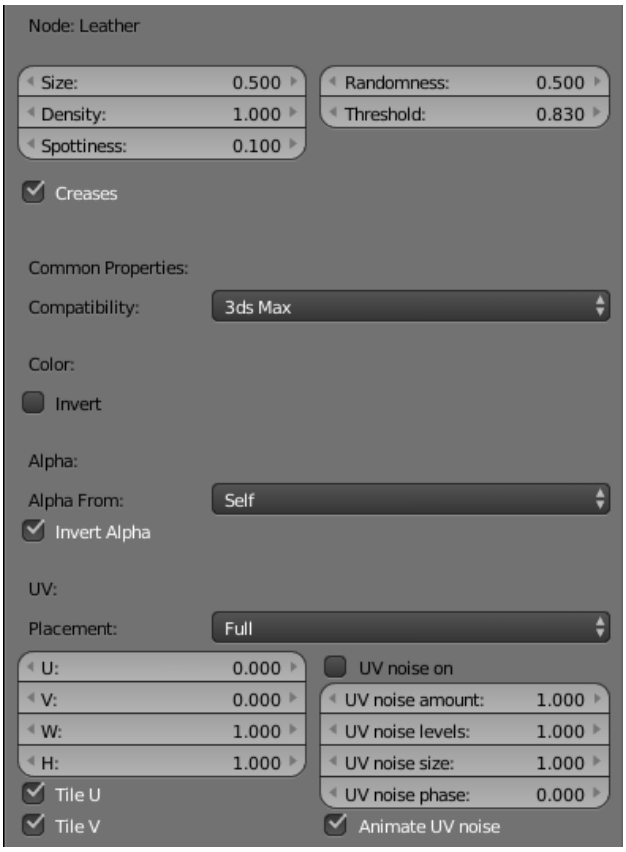
Alpha From – Determines how the alpha of the result is calculated:

> **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: Leather
Size: 0.500
Density: 1.000
Spottiness: 0.100
Randomness: 0.500
Threshold: 0.830
Creases
Common Properties:
Compatibility: 3ds Max
Color:
Invert
Alpha:
Alpha From: Self
Invert Alpha
UV:
Placement: Full
U: 0.000
V: 0.000
W: 1.000
H: 1.000
Tile U
Tile V
UV noise on
UV noise amount: 1.000
UV noise levels: 1.000
UV noise size: 1.000
UV noise phase: 0.000
Animate UV noise