OSL Texture

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

Overview

The V-Ray OSL Texture 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 would be rendered black.

For more on OSL in general, see the Github reference.

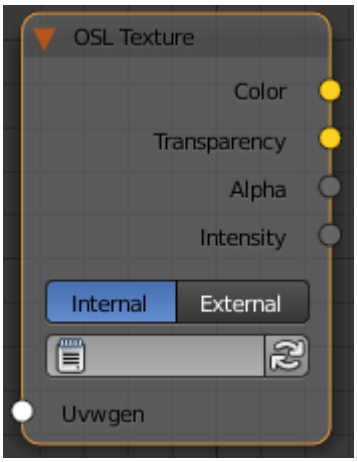
UI Path

||Node Editor|| > **Add** > **Textures** > **OSL Texture**

Node

Internal – Defines an internal text data block to be used.

External – Defines an external .oso/.osl file to be used.



Parameters

Alpha From Intensity – Specifies where to take the alpha from.

Bitmap alpha – This is the default setting. With this option selected, V-Ray renders the material the same on both sides.
Color intensity/luminance – Renders the back side of polygons as invisible for the camera.
Force opaque – Renders the back side of polygons as invisible to all rays, except shadow rays.

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.

H – Specifies the height of the texture sector.

Include Path – An alternative include directory.

Invert – When enabled inverts the colors in final result.

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

Jitter – The amount of random placement variation.

Output Alpha – Name of the output alpha parameter as declared in the osl shader.

Output Color – Name of the color output parameter as declared in the osl shader.

Placement Type – Select how to place the texture.

> **Whole texture is valid**
> **Crop**
> **Place**

Shader File –Path to the .oso file.

Tile U/V – Tiles the texture in the U and V direction. If the option is disabled, the Default texture color is used outside the 0 to 1 UV square.

U – U coordinate of the texture sector.

UV noise phase – Specifies the UV noise phase.

UV noise amount – Specifies the UV noise amount.

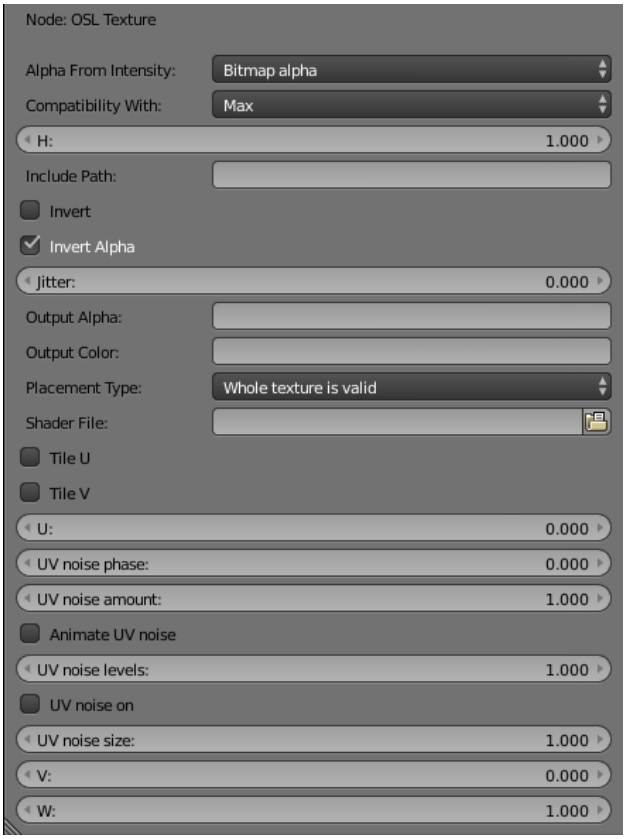
Animate UV noise – If enabled, the noise is animated. Use the UV noise phase to animate the noise.

UV noise levels – Specifies the UV noise iterations.

UV noise on – Enables the noise.

UV noise size – Specifies the UV noise size.

V/W – Specifies the V/W coordinate of the texture sector.


Node: OSL Texture
Alpha From Intensity:
Bitmap alpha
Compatibility With:
Max
H:
1.000
Include Path:
Invert
Invert Alpha
Jitter:
0.000
Output Alpha:
Output Color:
Placement Type:
Whole texture is valid
Shader File:
Tile U
Tile V
U:
0.000
UV noise phase:
0.000
UV noise amount:
1.000
Animate UV noise
UV noise levels:
1.000
UV noise on
UV noise size:
1.000
V:
0.000
W:
1.000