

# Soft Box

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

## Overview

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V-Ray Softbox is a procedural texture that can be used with a V-Ray Light to simulate the illumination coming from a Soft Box light source.

## UI Path

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||Node Editor|| > **Add > Textures > Soft Box**

## Node

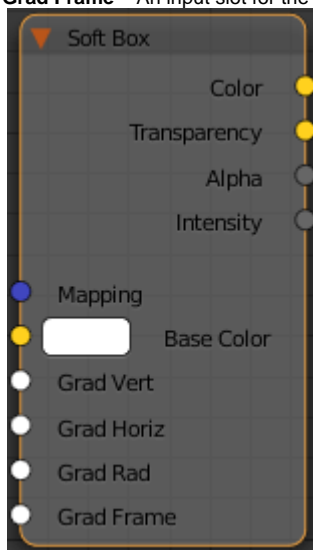
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**Base Color** – Specifies a color to use as a base.

**Grad Vert** – An input slot for the V vignette gradient.

**Grad Rad** – An input slot for the Radial Vignette gradient.

**Grad Frame** – An input slot for the Frame Vignette gradient.



## Parameters

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**V Vignette** – Enables the vertical gradient.

**V Vignette Flip** – When enabled, reverses the vertical gradient.

**U Vignette** – Enables the horizontal gradient.

**U Vignette Flip** – When enabled, reverses the horizontal gradient.

**Radial Vignette** – Enables the radial gradient.

**Radial Vignette Flip** – When enabled, reverses the radial gradient.

**Frame Vignette** – Enables the frame gradient.

**Frame Vignette Flip** – When enabled, reverses the frame gradient.

**Frame Tint** – Enables the frame tint.

**Tint Color** – Specifies a color to tint the frame.

**Tint Strength** – A multiplier that controls how strong of an effect the **Tint Color** has.

**Base Color Mult** – A multiplier for the brightness of the texture.

**Gamma** – A gamma correction that will be applied to the texture.

**Base Tint** – When enabled, the color in the **Base Texture** parameter is multiplied by the **Base Tint Color** parameter.

**Strength** – A multiplier that controls how strong the effect of the **Base Tint Color** parameter is.

**Hot/Dark Spot** – Enables or disables the hot/dark spot.

**Mult** – A multiplier for the brightness of the hot/dark spot.

**Mode** – Specifies how the hot/dark spot is applied.

**Hot Spot** – Color is added to the texture, adding brightness and creating a hot spot.

**Dark Spot** – Color is subtracted from the texture, removing brightness and creating a dark spot.

**Spots Tint** – Enables the tint color for the spots.

**Strength** – A multiplier that controls how strong the strength of the **Tint Color** parameter.

**U/V Offset** – Controls the position of the spots along the U or V axis.

**Outer Radius** – Specifies the outer radius where the hot spot ends as a fraction of the texture size.

**Inner Radius** – Specifies the inner radius where the hot spot begins to fade out as a fraction of the texture size.

**Softness** – Controls the rate at which the hot spot fades out.

**U/V Tiling On** – When enabled, controls the tiling of the spots along the U or V axis.

**U/V Tiling** – Tiling coordinates of the spots along the U/V axis.

**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.

**Maya** – 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.

**Whole texture is valid**

**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: Soft Box

☐ V Vignette

☐ U Vignette

☐ Radial Vignette

☐ Frame Vignette

Base Color:

« Mult.: 1.000 » « Gamma: 1.000 »

☐ Base Tint

« Strength: 0.500 »

☐ Hot / Dark Spot

« Mult.: 1.000 » Mode: Hot Spot

☐ Spots Tint

« Strength: 0.500 »

« U Offset: 0.000 » « Outer Radius: 0.500 »

« V Offset: 0.000 » « Inner Radius: 0.400 »

« Softness: 1.000 »

☐ U Tiling On

« U Tiling: 1.000 »

☐ V Tiling On

« V Tiling: 1.000 »

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