Speckle

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

Overview

The V-Ray Speckle Texture is a procedural texture that uses two colors or texture maps to produce a speckled noise effect with a smoke-like shape
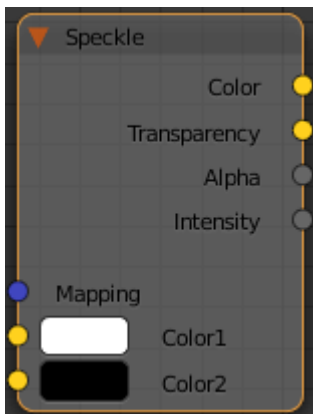
UI Path

||Node Editor|| > **Add** > **Textures** > **Speckle**

Node

Color1 – Controls the lighter color.

Color2 – Controls the darker color.

Parameters

Size – Controls the scale of the procedural texture produced.

Use 3D Mapping – Enables or disables 3D mapping for the procedural texture. Note that his mode is not supported yet by the Hybrid (CUDA) engine.

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.