

OSL Material

This page provides information on the OSL Material Node in V-Ray for Blender.

Overview

The VRayOSLMtl material can be used to load OSL shader code files (.osl) or OSL object code files (.oso) and render them directly with V-Ray.

UI Path

||Node Editor|| > **Add > Material > OSL Material**

Node

Internal – Use internal text data-block.

External – Use external .osl or .oso file.

