

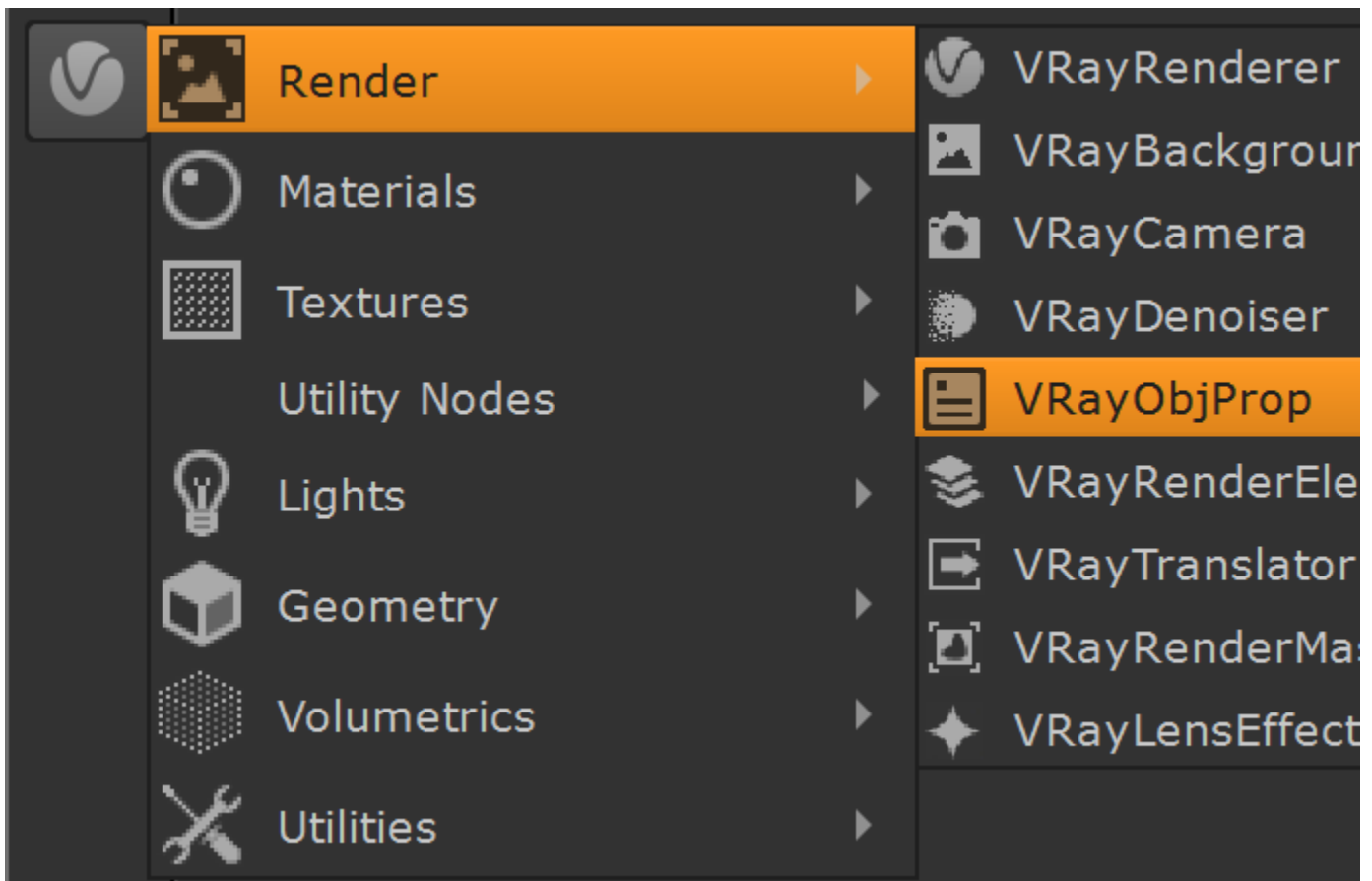
Object Properties | VRayObjProp

This page provides information on the VRayObjProp node.

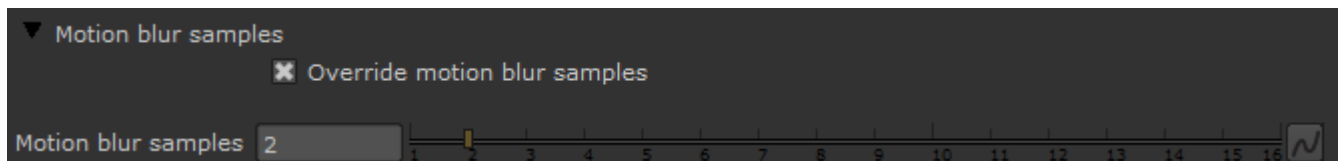
Overview

In addition to the settings in the [VRayRenderer](#) node, which are global for the scene, you can set different render settings on a per-object basis. Some of those properties (primary and secondary visibility, visibility to camera etc) are accessible through the **VRayObjProp** node. To add this node, you need to connect it between the object node and the scene node.

UI Path: ||Toolbar|| > **V-Ray Menu icon** > Render > VRayObjProp



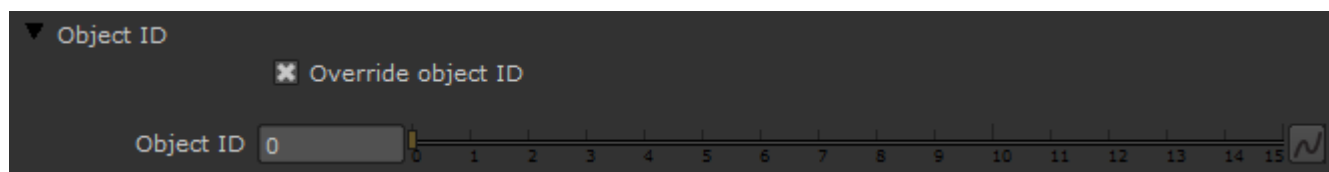
Motion blur samples



Override motion blur samples – Enabling this checkbox allows you to control the number of geometry samples used to generate the motion blur effect for the specific object.

Motion blur samples – Here you can set the number of geometry samples for the objects that have this V-RayObjProp applied, if **Override motion blur samples** is on. When object move in a nonlinear fashion it may be necessary to increase that value in order to get a smooth rounded motion blur effect. When the object is moving in a straight line the default value of 2 is enough.

Object ID



Override object ID – Overrides the object ID.

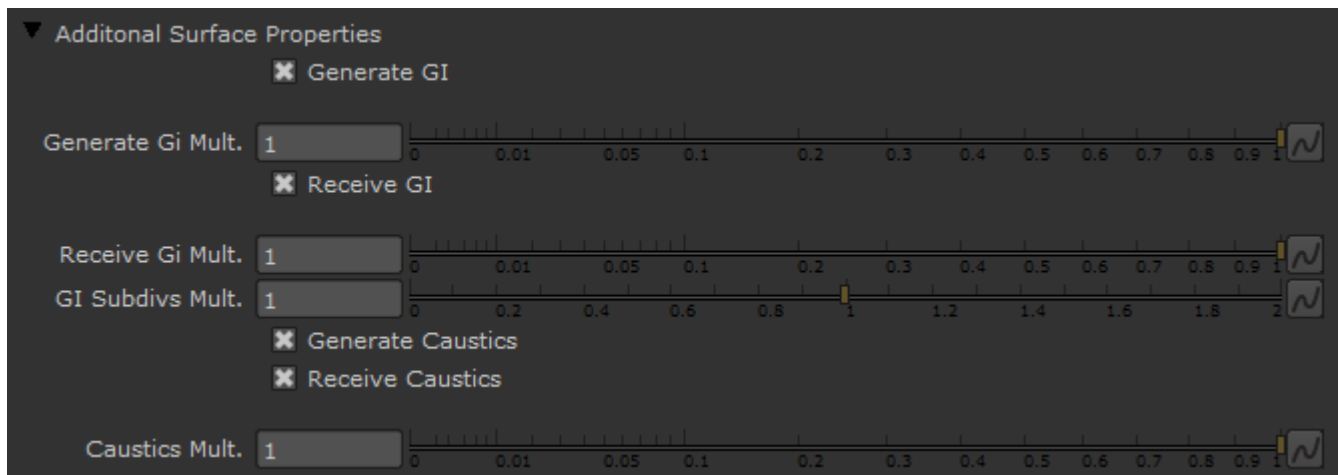
Object ID – This is an ID for the object. This is used by the MultiMatte render element which allows you to create selection masks based on Object IDs.

General



Disable – Allows you to disable the effect of the settings below.

Additional Surface Properties



Generate GI – This setting controls whether the object will generate indirect illumination. You can supply a multiplier for the generated indirect illumination.

Generate GI Mult. – A multiplier for the global illumination generated by the object.

Receive GI – This setting controls whether the object will receive indirect illumination. You can supply a multiplier for the received indirect illumination.

Receive GI Mult. – A multiplier for the effect global illumination has on the object.

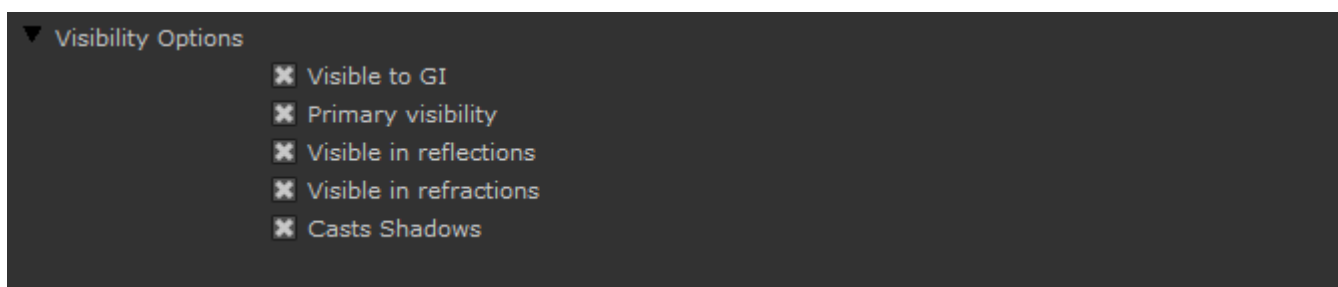
GI Subdivs Mult. – Allows the user to control the quality of the GI on a per object level. This value is multiplied by the GI subdivs in the GI settings when calculating the global illumination for the current object.

Generate caustics – When enabled, the selected objects will refract the light coming from light sources that are caustics generators so that caustics are produced. Note that in order to generate caustics, an object must have a reflective or refractive material.

Receive caustics – When enabled, the object will become a caustic receiver. When light is refracted by objects that generate caustics, the resulting caustics will be only visible when they are projected on caustics receivers.

Caustics Mult. – This value is a multiplier for the caustics generated by the selected object. Note that this value has no effect unless **Generate caustics** is checked.

Visibility Options



Visible to GI – When disabled, the object will be considered perfectly transparent to GI rays.

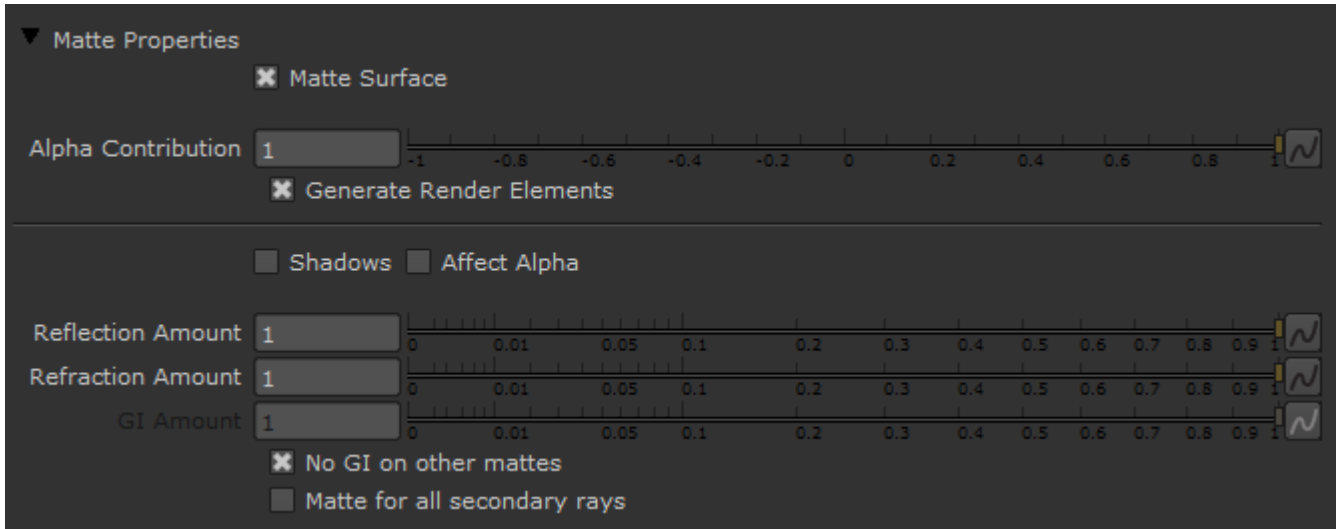
Primary visibility – When disabled, the object will appear perfectly transparent to camera rays.

Visible in reflections – When disabled, the object will appear perfectly transparent to reflection rays.

Visible in refractions – When disabled, the object will appear perfectly transparent to refraction rays.

Cast shadows – When disabled, the object will appear perfectly transparent to shadow rays.

Matte Properties



V-Ray has its own matte system. You can control matte properties either on an object level through the [VRayObjProp](#) node, or on a material level through the special [VRayMtlWrapper](#) material.

Matte Surface – When enabled, turns the object into a matte object. This means that the object will not be directly visible in the scene; instead, the background color will be shown in its place. However, the object will appear normally in reflections/refractions and will generate indirect illumination based on its actual material.

Alpha contribution – This allows the user to control how the object will appear in the alpha channel. Note that this parameter does not require the object to be a matte object - this parameter has an effect on all objects. A value of 1.0 means that the object will appear normally in the alpha channel. A value of 0.0 means that the object will not be present in the alpha channel at all. A value of -1.0 will invert the alpha of the object. Note that turning an object into a matte object does not change its appearance in the alpha channel. You need to explicitly change its alpha contribution.

Generate Render Elements – Affects the visibility in the Render Elements.

Shadows – This will make the matte object receive shadows.

Affect alpha – When enabled, makes shadows affect the alpha contribution of the matte surface. Areas in perfect shadow will produce white alpha, while completely unoccluded areas will produce black alpha.

Reflection amount – If the material of the object is a reflective V-Ray material, this controls how much of the reflection will be visible on the matte object.

Refraction amount – If the material of the object is a refractive V-Ray material, this controls how much of the refraction will be visible on the matte object.

GI amount – This controls how much of the indirect illumination received by the object will be visible on the matte.

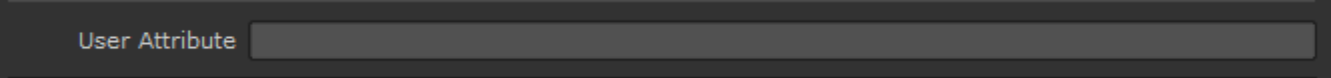
No GI on other mattes – This will cause the object to appear as a matte object in reflections, refractions, GI, etc. for other matte objects. Note when enabled, refractions for the matte object might not be calculated. (The object will appear a matte object to itself and will not be able to "see" the refractions on the other side.)

Matte for all secondary rays – Normally the base material will be used when an object with a [VRayObjProp](#) is seen through reflections/refractions. Enable this option if you want the [VRayObjProp](#) to show the environment when seen through reflections/refractions. V-Ray can also do projection mapping to increase the realism.

User Attributes Overview

Allows the user to specify additional attributes. They can be used in the file name of Read nodes to resolve the bitmap file name on a per-object basis. Several attributes can be specified in the string, separated with a semicolon ';' character. User attributes can also be specified on transform nodes. The final string of user attributes for a given object is a concatenation of the user attributes specified on the shape of the object and the user attributes specified on its parent nodes along the DAG path. This allows to conveniently add attributes to a large part of the DAG hierarchy.

User Attributes



User Attribute

User attributes – A semicolon separated list of attributes that will be assigned to the mesh.