

ExtraTex

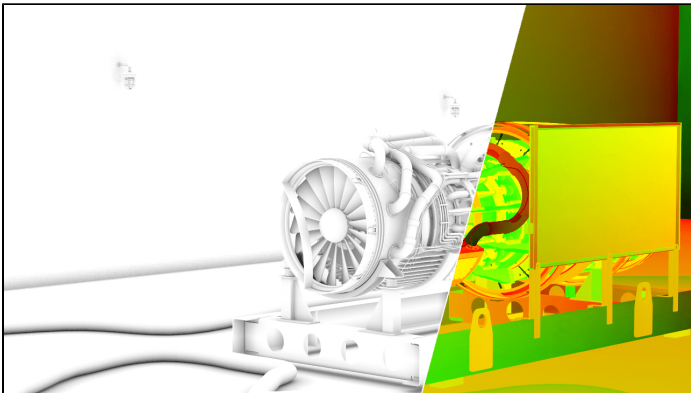
This page provides information on the ExtraTex render element.

Overview

The ExtraTex Render Element shows the rendered image with a single texture applied to all objects in the scene. The texture applied to the scene can be a bitmap or a procedural texture such as [VRayDirt](#).

A common use for ExtraTex is to use [VRayDirt](#) as the texture, which creates an ambient occlusion element for use in the composite. In this way, ambient occlusion can be controlled separately during the compositing process.

While a similar result to the ExtraTex render element can be obtained by applying the same texture to all objects in the scene and rendering as usual, such an approach requires additional time spent on reverting to actual materials, saving different versions of the scene, etc. The ExtraTex render element provides a quick and easy way to render the scene with a single texture without the extra work.

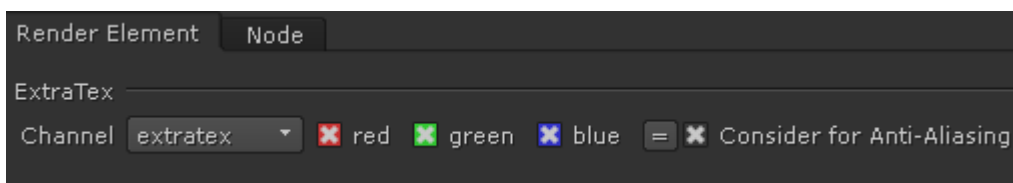


UI Path: ||Toolbar|| > **V-Ray Menu icon** > **Render** > **VRayRenderElement** > **Type: ExtraTex**

Inputs

tex – Specifies a texture that will be used for rendering the ExtraTex channel.

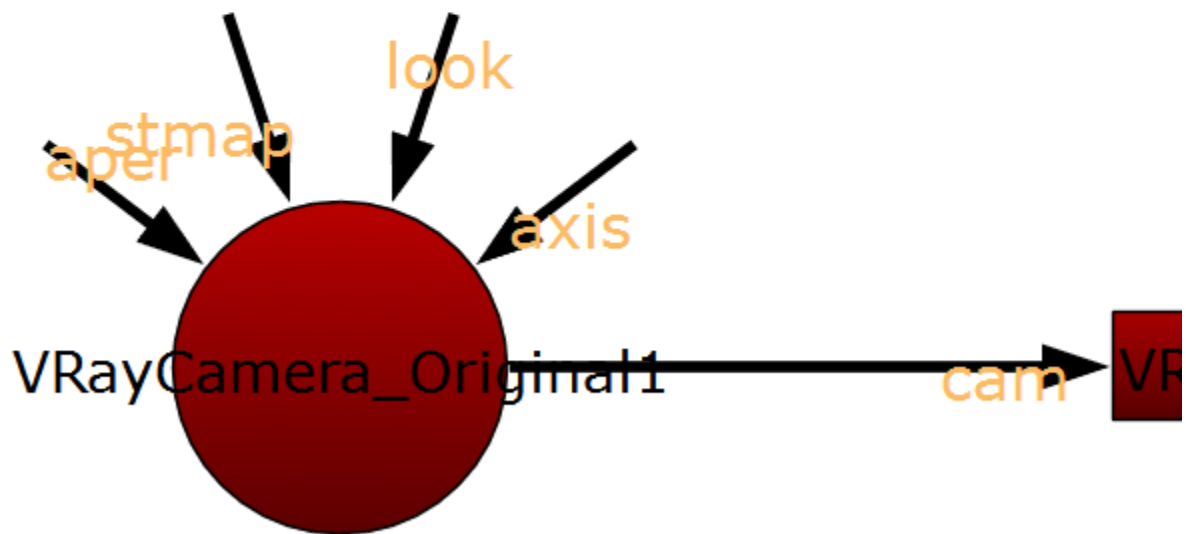
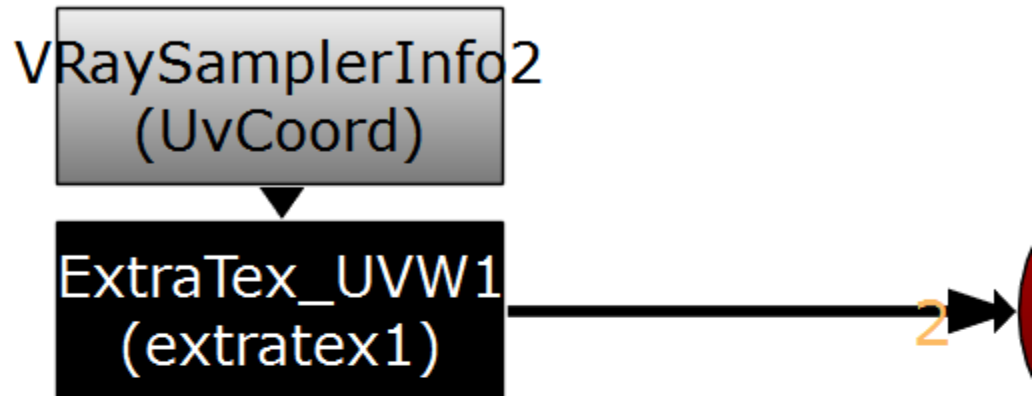
Properties



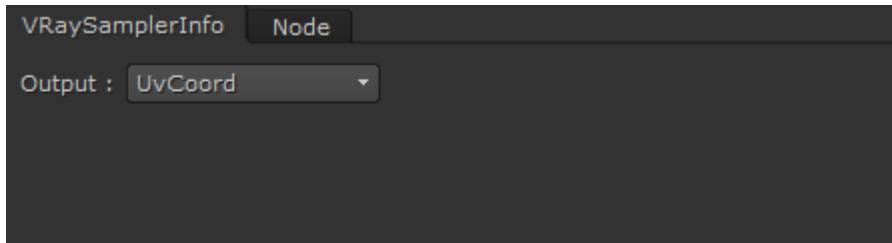
Consider for Anti-Aliasing – When enabled, anti-aliasing will be used where possible.

Sample Usage

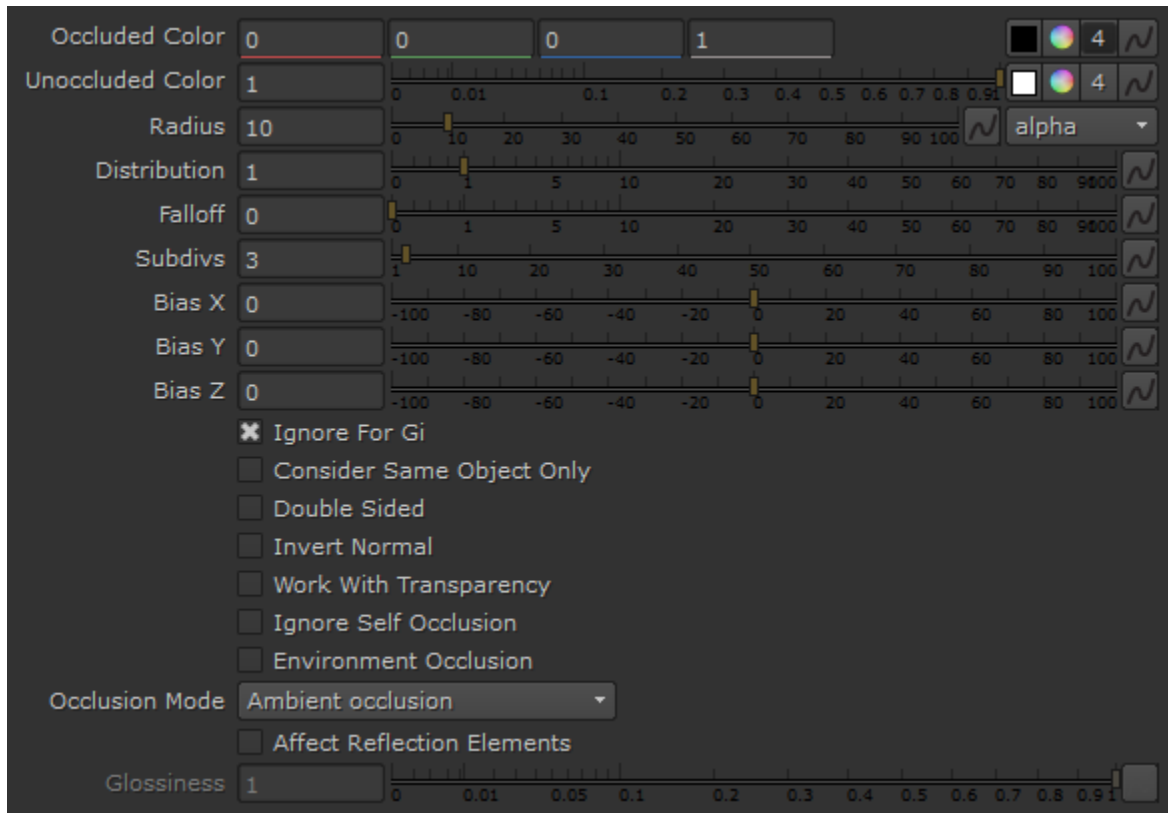
The ExtraTex Render Element can be thought of as a container into which render elements can be plugged into. The examples below show two different Render Elements. One shows the UV Coordinates produced by connecting a [VRaySamplerInfo](#) node. The other shows an Ambient Occlusion pass created by connecting a [VRayDirt](#) node.



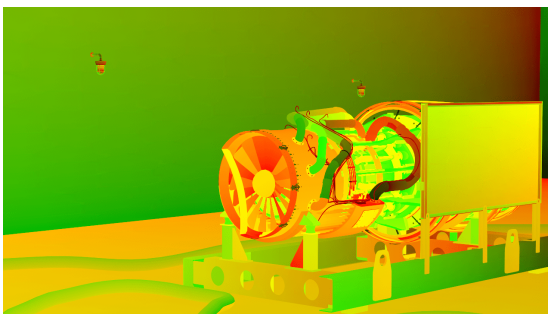
The values for both the V-Ray Sampler Info node and the V-Ray Dirt node are set within their respective node and not the ExtraTex Render Element. It can be a good workflow practice to ensure each ExtraTex Render Element is named according to the pass it contains. See the [V-Ray Sampler Info](#) page for more information on what other passes it can produce in this way. See the [V-Ray Dirt](#) page for full details of the parameters for it.



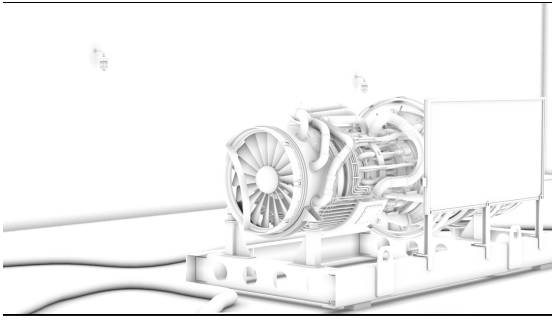
VRaySamplerInfo node



VRayDirt Node



UV information from the ExtraTex pass



Ambient Occulsion from the ExtraTex pass