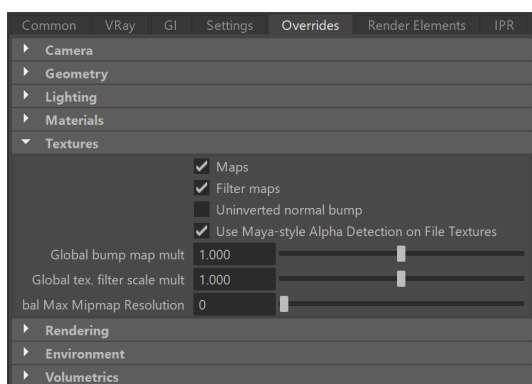# Textures Overrides

This page provides information on the Textures overrides rollout in the Render Settings.

Overview

The Textures rollout provides control over whether V-Ray will render and filter textures in your scene, overriding the settings of other parameters.

UI Path: ||Render Settings window|| > **Overrides tab** > **Textures** rollout

Textures Override Parameters

Maps – Enables (default) or disables texture maps. This option is useful for troubleshooting renderings, for example, for determining the extent to which texture maps contribute to noise or other rendering artifacts. *When using V-Ray GPU renderer, this option is not available.*

Filter maps – Enables (default) or disables texture map filtering. When enabled, the depth is controlled locally by the settings of the texture maps. When disabled, no filtering is performed. *When using V-Ray GPU renderer, this option is not available.*

Uninverted normal bump – A global option to prevent inversion of a normal bump in tangent space on flipped UVs. *When using V-Ray GPU renderer, this option is not available.*

Stochastic bump filtering – This option is visible only for scenes created with V-Ray version 6.10.01 or earlier. For all other scenes, the option is enabled by default and hidden. It improves the bump texture sampling method, which fixes unwanted artifacts for high-frequency textures viewed from certain angles.

Use Maya-style Alpha Detection on File Textures – Calculates the alpha from the luminance of an opaque texture. Disable it to import textures from other 3D host applications that use different methods to calculate the alpha, e.g., 3ds Max uses a TexCombineColor.

Global bump map mult – A multiplier that controls the strength of all bump maps in the scene. When the value is set to 0, no bump maps are rendered. *When using V-Ray GPU renderer, this option is not available.*

Global tex. filter scale mult – A multiplier that controls the filtering of all the textures in the scene. Greater values make textures blurrier, while smaller values make them sharper. *When using V-Ray GPU renderer, this option is not available.*

Global Max Mipmap Resolution - Sets the maximum resolution for mipmaped files. All planes with higher resolution from the file won't be used. If set to zero, the original file resolution is used. *When using V-Ray GPU renderer, this option is not available.*

☑ Maps
☑ Filter maps
☐ Uninverted normal bump
☑ Use Maya-style Alpha Detection on File Textures

Global bump map mult	1.000	
Global tex. filter scale mult	1.000	
bal Max Mipmap Resolution	0	