

VRayTexOCIO

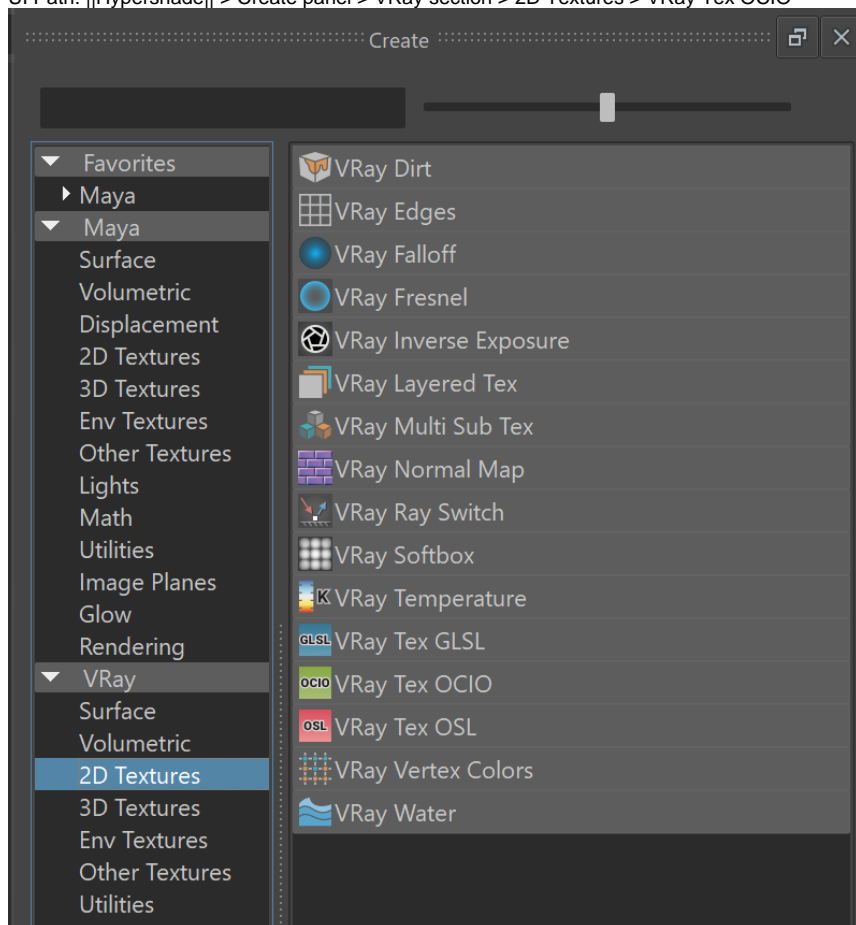
This page provides information on the V-Ray OCIO Map.

Overview

VRayTexOCIO is a texture that allows the user to apply [OpenColorIO](#) (OCIO) color transformations to other textures in Maya.

The example on the right shows the same texture run through four different OCIO configurations.

UI Path: ||Hypershade|| > Create panel > V-Ray section > 2D Textures > V-Ray Tex OCIO





OpenColorIO Parameters

Base Texture – Specifies the base texture that will be corrected using OCIO.

OCIO Configuration File – Allows the user to manually pick an OCIO configuration. If not specified, the OCIO [environment variable](#) is used.

Input/Output Selection – Determines how the input and output color spaces are specified

By color space – The user specifies the input and output color spaces directly.

By role – The user specifies the input and output color space depending on the task that they want to perform as defined in the OCIO configuration.

Mode – Specifies which color transformations the texture will perform.

ColorSpace – The texture performs color space conversions.

CDLTransform – The texture performs a CDL transformation.

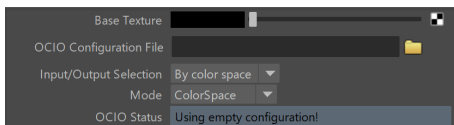
FileTransform – The texture performs a color transformation based on another file (i.e. .3dl, .lut, .cube, etc).

LogConvert – The texture performs log2lin or lin2log conversion.

Display – The texture performs color space conversion for display.

Look – The texture performs a look transform. The OCIO config must define looks for this mode to work.

OCIO Status – A read-only attribute that provides feedback from the OCIO library.



ColorSpace Parameters

These parameters are only available when **Mode** is set to **ColorSpace** or **Look**

In – Specifies the input color space (the color space that the input texture is in).

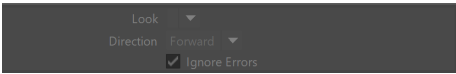
Out – Specifies the output color space (for rendering, this would typically be a linear color space).



Look Parameters

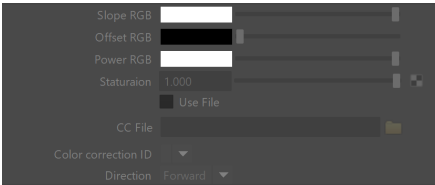
These parameters are available when **Mode** is set to **Look**.

- Look** – Specifies the name of the look if the OCIO configuration defines looks.
- Direction** – Specifies whether to apply forward or inverse transformation.
- Ignore Errors** – When enabled, attempts to perform color corrections even if there are errors.



CDL Transform Parameters

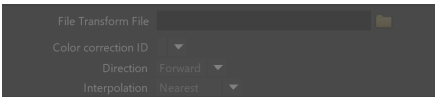
- Slope RGB** – Specifies multipliers for the red/green/blue color components.
- Offset RGB** – Specifies offsets for the red/green/blue color components.
- Power RGB** – Specifies gamma values for the red/green/blue color components.
- Saturation** – Saturation value. A value of 0.0 makes the image grayscale.
- Use File** – When enabled, the CDL parameters are read from a .cc or a .ccc file instead of specified directly.
- CC File** – Specifies a .cc or .ccc file to read.
- Color correction ID** – Specifies the color correction ID as specified in the color correction file.
- Direction** – Specifies whether the forward or the inverse CDL transformation will be applied.



FileTransform Parameters

These parameters are available when the **Mode** is set to **FileTransform**.

- File** – Specifies a color transformation file (.3dl, .cube, .lut etc).
- Color correction ID** – Specifies the color correction ID if present in the file.
- Direction** – Specifies whether forward or inverse color transformation should be applied. Not all file formats support inverse transformations.
- Interpolation** – If the file contains tabulated data (i.e. .cube files), specifies how this data is interpolated.
 - Nearest** – No interpolation. The nearest suitable color from the table is picked up. This method is fast, but may introduce artifacts, especially in textures with smooth gradients.
 - Linear** – The color is linearly interpolated from the nearest values in the table. This is a smooth method, but is slower than nearest.
 - Tetrahedral** – Uses the tetrahedral method to convert colors with high accuracy.
 - Best** – Chooses the best interpolation method for the requested context.



LogConvert Parameters

These parameters are available when **Mode** is set to **LogConvert**.

- Operation** – Specifies whether to convert from linear to log space or vice versa.



Display Parameters

These parameters are available when the **Mode** is set to **Display**.

In – Specifies the color space of the base texture.

Device – Specifies a viewing device from the devices listed in the OCIO configuration.

View Transform – Specifies the desired view transformation.

