

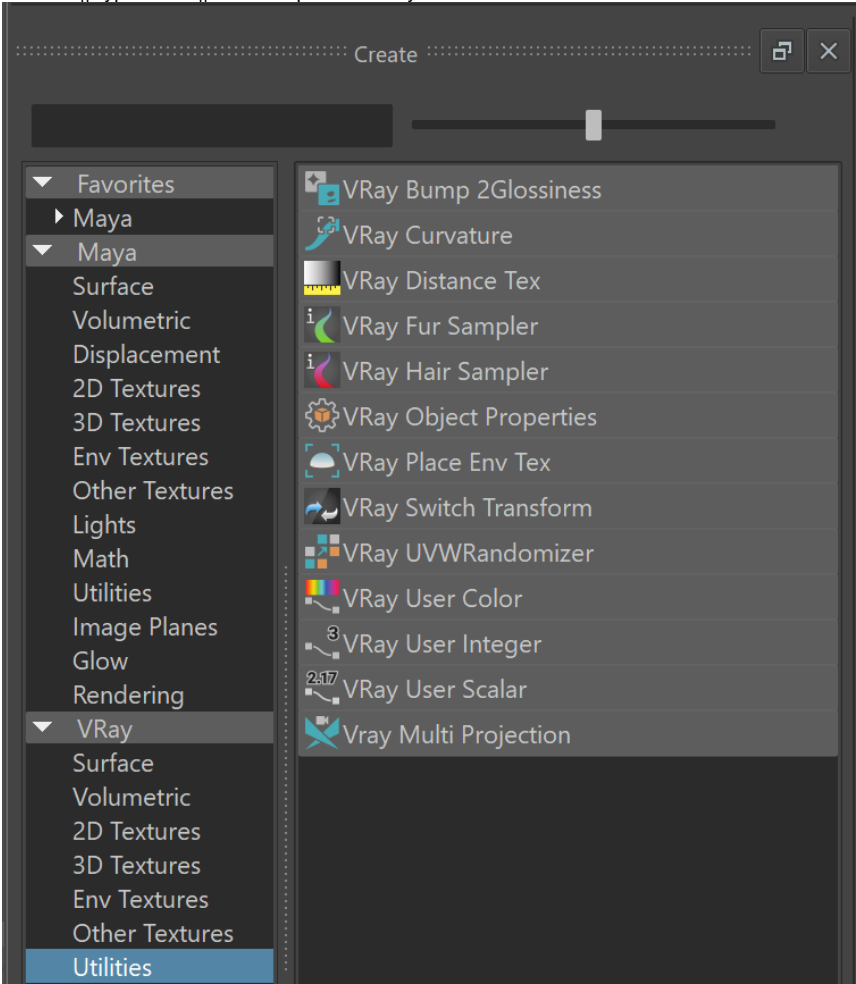
Utility Textures

This section contains links to Textures found in V-Ray for Maya.

Overview

V-Ray for Maya adds a number of texture utilities to drive materials. These textures can also be used with any standard Maya Material. See the links below for more information on specific textures.

UI Path: ||Hypershade|| > Create panel > VRay section > Utilities





V-Ray Textures



[V-RayCurvature](#)



[V-RayDistanceTex](#)



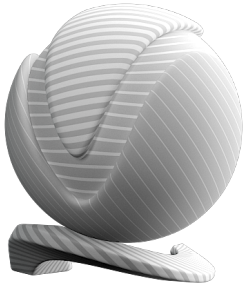
[Fur Sampler | V-RayFurSampler](#)



[V-RayHairSampler](#)



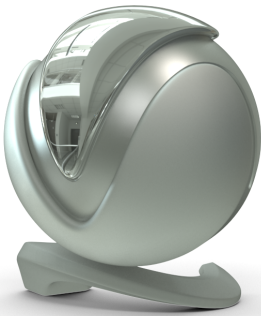
[V-RayPlaceEnvTex](#)



[VRayUVWRandomizer](#)



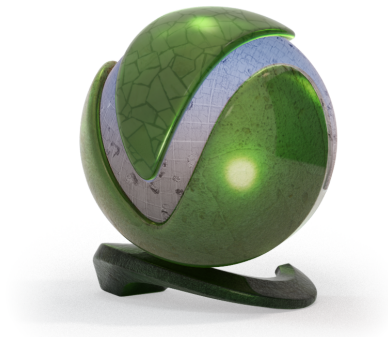
[User Defined Color Map | VrayUserColor](#)



[User Defined Scalar Map | VRayUserScalar](#)



[VRayUserInteger](#)



[VRayMultiProjection](#)



[VRay Bump2Glossiness](#)