

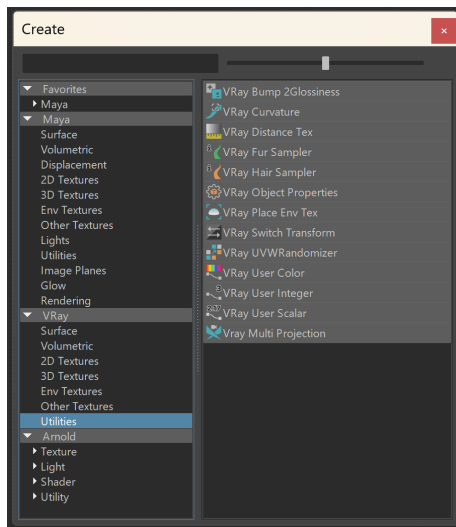
VRayMultiProjection

This page provides information on the V-Ray Multi Projection Map.

Overview

The Multi Projection map is a texture node that allows users to blend multiple textures together into a spherical projection. Pairs of RGB and ZDepth spherical textures are required for this features to work correctly. The Pairs are added as Maya camera projections and need to be linked to the cameras that were used to originally render the textures.

UI Path: ||Hypershade|| > **Create panel** > **VRay** section > **Utilities** > **VRay Multi Projection**



Parameters

Add New Item - Click this to add a new Color Texture slot to the node.

Color Textures – Color or texture that is used as a spherical projection on the assigned object (s).

Z-depth Offset – An offset for the zdepth value to avoid numeric errors.

Z-depth Textures – The z-depth projection textures.

