

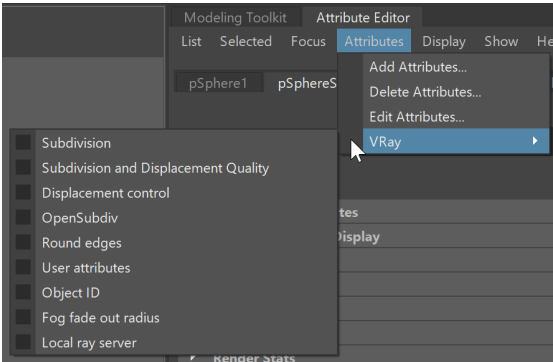
Mesh Attributes

This page provides information on V-Ray Attributes that can be added to mesh objects.

Overview

V-Ray Additional Attributes can be added to any mesh. Adding these attributes will add new settings in the Extra V-Ray Attributes rollout.

UI Path: ||Select mesh|| > **Attribute Editor** > **Attributes** menu > **V-Ray** (select attribute set)



Attribute Sets

The following attribute sets can be added to mesh objects:

Subdivision

Attributes for subdividing any polygonal mesh object during rendering.

Subdivision and Displacement Quality

Quality attributes for dynamically controlling subdivision quality during rendering.

Displacement Control

Parameters for controlling displacement from the V-Ray Displacement Node.

OpenSubdiv

Allows a mesh to be subdivided using the OpenSubdiv Library. Its main advantage is support for creases.

Round Edges

Object attributes that utilize bump mapping to smooth hard edges during rendering.

User Attributes

Specifies attributes for use with User-Defined Maps and File Nodes.

Object ID

Specifies an integer that corresponds to an object in your scene. To be used with other features.

Fog Fade Out Radius

Specifies the pre-object fall off radius when a polygonal object is for an environment volume.

Local Ray Server

Helps reduce memory usage for many instances of view-independent displacement and/or subdivision.

Scene Assembly

Enables mesh rendering when used in Maya's Scene Assembly.

Alembic Export with Attributes

When exporting an alembic geometry that has V-Ray mesh attributes specified, add **vrayUserAttributes** as an attribute in the **Alembic Export > Attributes** rollout. This way, the alembic is exported along with the V-Ray mesh attributes.

