# **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 VRay Attributes rollout.

## UI Path: ||Select mesh|| > Attribute Editor > Attributes menu > VRay (select attribute set)

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OpenSubdiv	tes	tes					
Round edges	Display	)isplay					
User attributes							
Object ID							
Fog fade out radius							
Local ray server							

## **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.

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