V-Ray Output

This page contains information about the V-Ray TexOutput node.
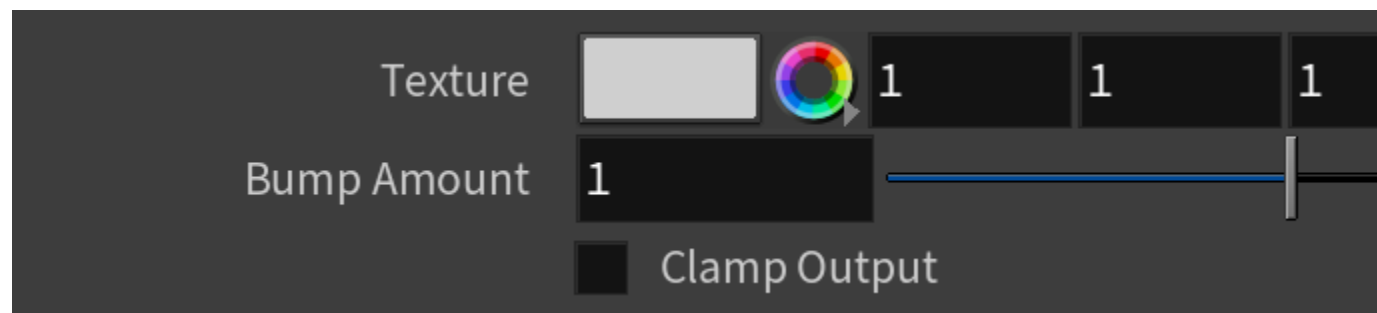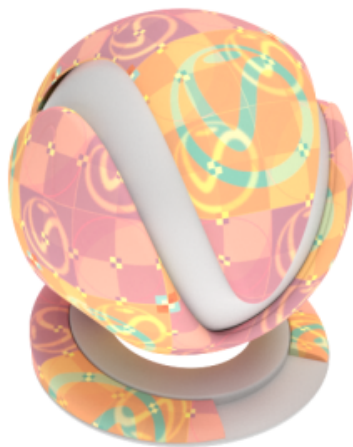
Overview

V-Ray Output texture can be used to perform various adjustments to a texture's value, such as multiplication, offset, inversion and clamping.

Parameters

Texture – Specifies the texture map.

Bump Amount – Specifies the bump amount if the texture is used for bump mapping.

Clamp Output – Clamps the output in a [0.0;1.0] range.

Color Tweaks

Default Color – Specifies the color when there are no valid UVW coordinates.

Mult – Specifies a strength multiplier for the texture color.

Offset – Color corrects the texture by adding the RGB color values specified here to the RGB color values in the texture.

Invert – When enabled, inverts the resulting texture color.

Alpha Tweaks

Source – Specifies where the alpha channel is drawn from.

> **Alpha** – Alpha channel is drawn from the texture.
> **Color** – Alpha is generated from pixel intensity.
> **Opaque** – Alpha channel is fully opaque.

Use – Differentiates between textures exported from different applications. You can choose between *Color Intensity (3ds Max)* and *Color Luminance (Maya)*.

Mult – Specifies a multiplier for the texture alpha.

Offset – Specifies an additional offset for the texture alpha.

Invert – When enabled and **Invert** from **Color Tweaks** is also on, the resulting texture alpha is inverted as well.