

Multi ID

This page provides information on the Multi ID Node in V-Ray for Blender.

Overview

This node allows you to assign different materials on a single mesh based on face IDs.

UI Path

||Node Editor|| > **Add > Material > Multi ID**

Node

Wrap ID – When enabled, the material IDs will be wrapped to the largest specified ID.

Add button – Adds or removes a slot for a sub-material to be used.

Int Material ID Gen – An integer texture that generates material IDs. If this and **Float Material ID Gen** are not present, then the surface material ID will be used instead.

Float Material ID Gen – A float texture that generates material IDs. If this and **Int Material ID Gen** are not present, then the surface material ID will be used instead.

