

VRmat

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

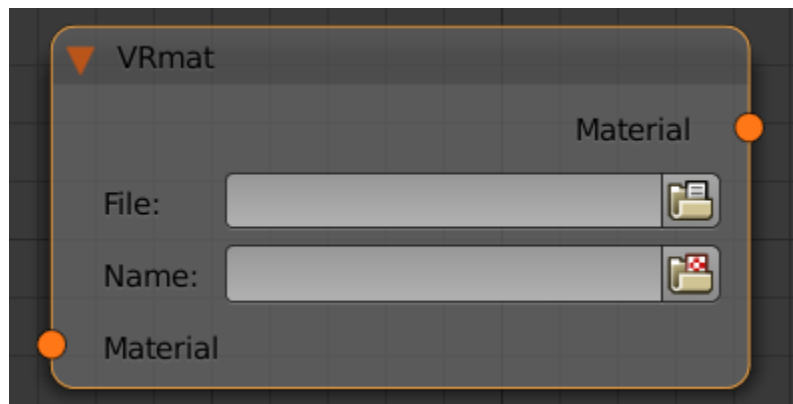
Overview

This node allows you to load a material from a .vrmat, .vismat or a .vrscene file.

UI Path

||Node Editor|| > **Add** > **Material** > **VRmat**

Parameters



File - Loads a .vrmat or .vismat file.

Name - Loads a .vrscene file.