

VRayMultiSubTex

This page provides information about the Multi Sub texture in V-Ray for Cinema 4D.

Overview

The VRayMultiSubTex distributes multiple textures to many objects via one single material based on specified IDs or a random distribution.

In the image shown here, VRayMultiSubTex's **Get ID from** parameter has its type set to **Object ID**. Each part of the ball is assigned a texture. The VRayMultiSubTex is then assigned to the **Diffuse** channel of a single [VRayMtl](#).

UI Path: Texture > V-Ray > VRayMultiSubTex



General

Default – Specifies a default color or texture for objects without Object IDs.

Mode – Specifies where to get the ID from:

Face Material ID – The VRayMultiSubTex uses a polygon selection set information.

Object ID – The VRayMultiSubTex considers the Object IDs of the object when feeding the data (color or texture) to the material.

Random by Composite Key – The VRayMultiSubTex randomizes based on the selected option below.

Use ID Generator Texture – VRayMultiSubTex randomizes textures that allow integer input.

Random by Render ID – The VRayMultiSubTex assigns random colors based on RenderIDs (internally generated by V-Ray).

Random by Node Name – Generates a color index based on the name of the node that the texture is applied to.

Random by Instance ID – The VRayMultiSubTex assigns random colors based on the IDs of objects instanced with the Particle Instancer.

Random by Polygon Selection – VRayMultiSubTex assigns random colors based on the unique polygon selection of the object's faces.

Random by Object ID – VRayMultiSubTex assigns random colors based on the object's ID.

Random by Mesh Element – V-RayMultiSubTex assigns random colors based on element (e.g., teapot lid, etc.) IDs of the object.

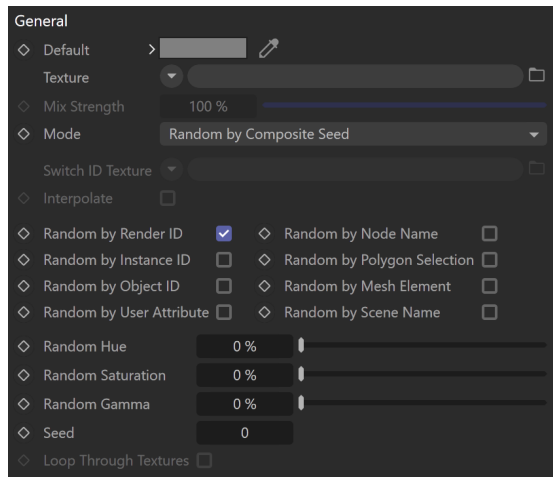
Random by Scene Name – The V-RayMultiSubTex assigns random color/texture based on each object's full scene path. A full scene path means that it can be used for multiple objects with the same name but located on different levels/branches in the hierarchy of the scene, e.g., instances in different groups. This option preserves the same random result per object, even if one or more objects are added or deleted from the group.

Note that Random by Render ID mode is inconsistent between renders. You can use the Random by Scene Name mode instead.

Random Hue/Sat/Gamma – These three parameters control the randomization of the output color. Input value is percentage of the HSV/gamma range and specifies the maximum random deviation, where gamma range is fixed to [1/10,10]. See [the Random by Hue/Sat/Gamma example](#) for more information.

Seed – When the mode is set to **Random by Node Name**, this parameter allows the user to change the randomization pattern.

Loop Through Textures – This option works in **Object ID** mode. When the faces or objects assigned with V-RayMultiSubTex map are more than the sub-textures in the map, the Loop Through Textures option goes through all sub-textures and once they finish, reverts to the first sub-texture, continuing until all faces or objects get a sub-texture. In **Object ID** mode all objects with assigned ID different than 0 get a sub-texture. The ones with Object ID equal to 0 get the **Default** color.



Texture List

Add Texture – Adds a new sub-texture to the texture list.

Add From Folder – Selects a folder and uploads all the textures from that folder to the texture list.

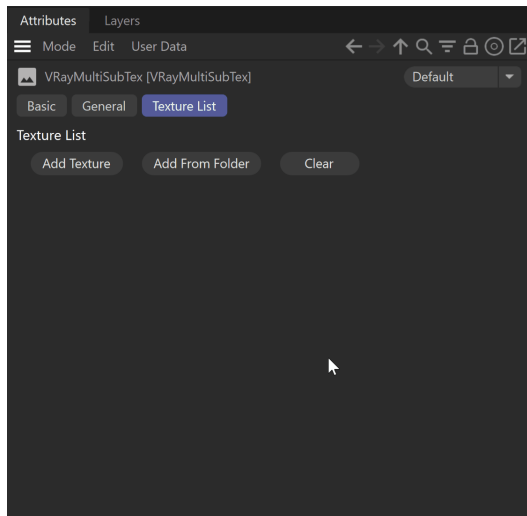
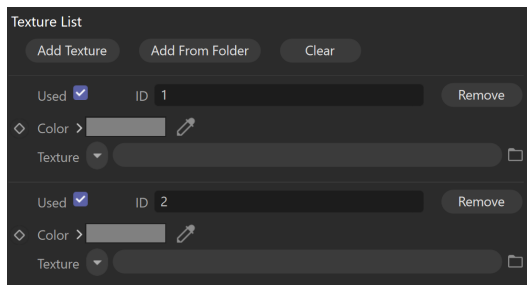
Clear – Clears all the texture slots in the texture list, resetting the texture list to blank.

Used – Enables the sub-texture for rendering.

ID – For modes that use IDs, specifies the ID that corresponds to each texture.

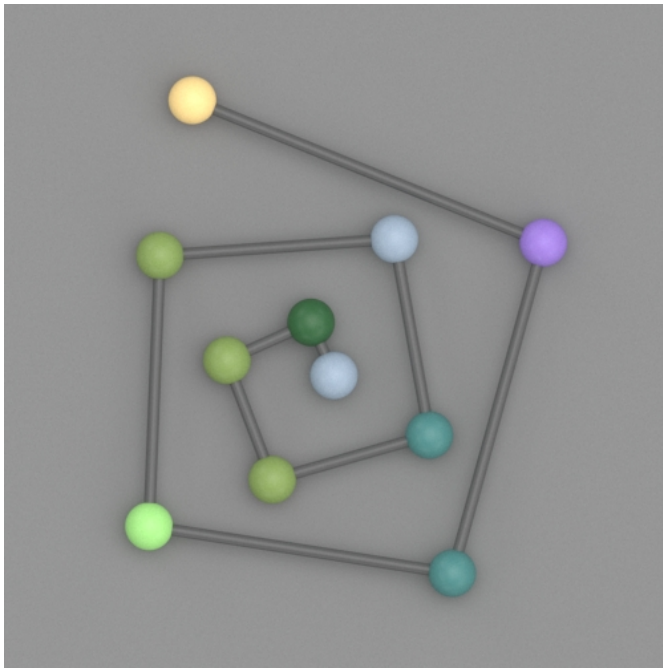
Color – Specifies a color to be used instead of a texture.

Texture – Specifies a multi-sub texture to be used.

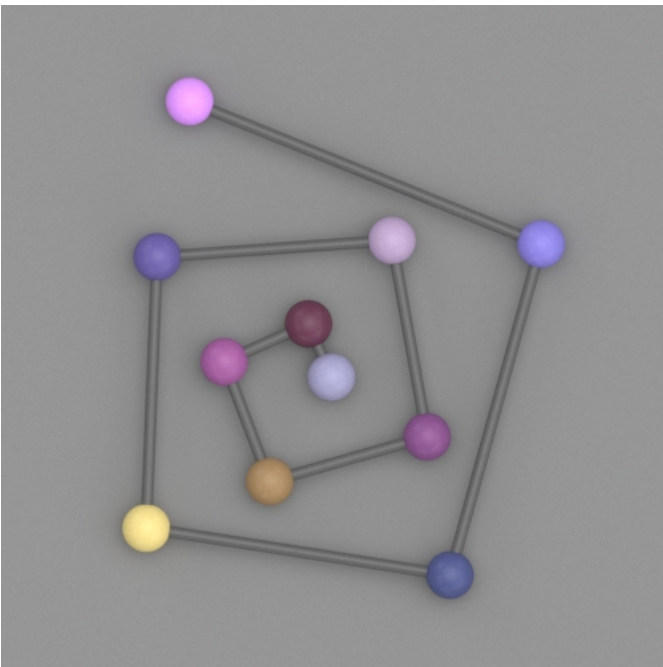


Example: Random Hue/Sat/Gamma

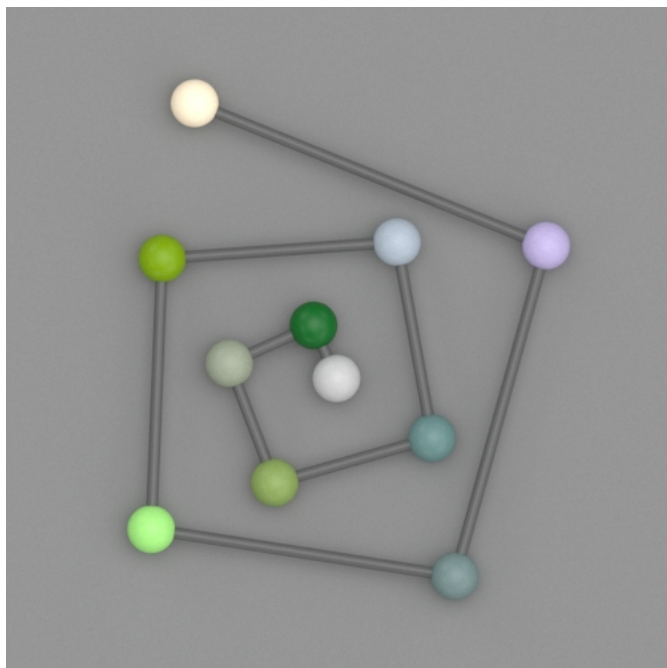
The following example shows how the Random Hue/Saturation/Gamma changes the scene. Each of the objects has a separate Object ID set and the Get ID from is set to **Use Object ID**.



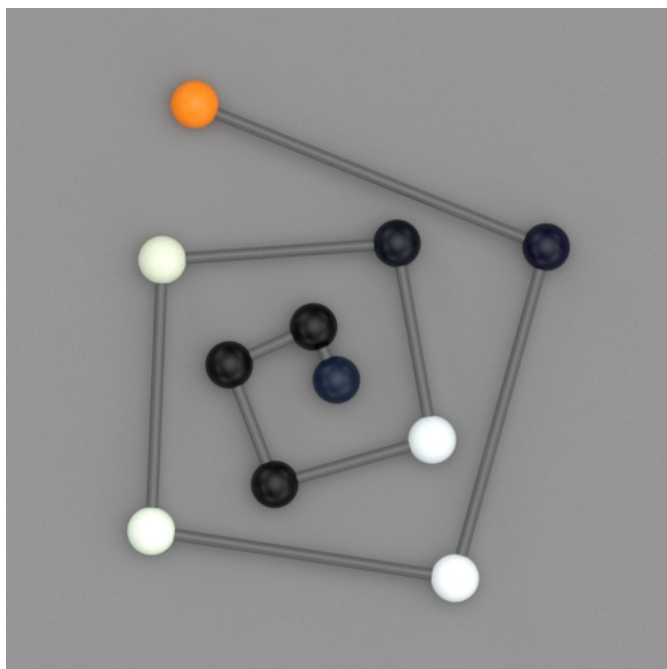
No Random Hue/Sat/Gamma applied



Hue = 100%



Saturation = 100%



Gamma = 100%