Key Features

Here are some of the Key Features you will find in the Scans workflow.



Online licensing support – Adjust seats without the need of a USB dongle.

Adjust UV tiling – Adjust the scale of the texture tiling in the viewport to fit it to the object's mesh scale.





Filter the color – Tint the color of the original scanned surface to suit your scene's needs by adjusting the Filter color on the scanned material node.

Paint on top of color – Change the color of the material without loosing the underline texture or affecting the reflection color.





Paint on top with texture – Not just color but a combination of custom textures can be used to substitute the original material texture.

Index of Refraction – Scanned materials with a clear coat layer, like	\bullet
car paint, also have an accurate IOR value that is obtained from the	
scanning process for the surface.	

 Clear coat 			
✓ Enable✓ Highlights			
Strength*	No Map	1.0	\$
IOR*		1.0	\$
Bump multiplier*		1.0	\$
Coloring*	0.0	¢	
Glossiness*		0.7	•
Glossiness variatio	on*	0.0	\$

Adjustable Clear Coat bump – The VRscan process stores a built-in bump map for the Clear Coat layer of the scanned material that can be controlled for the needs of the scene.



Volumetric Translucency support – Scans materials can capture translucency in volumetric materials with varying thickness.







Render Elements – Scans support separation into several render elements: clear coat reflections, direct light, indirect lighting by spawned rays, opacity and received caustics stored.





 $\label{eq:constraint} \begin{array}{l} \textbf{Triplanar Mapping}-\text{S} \text{cans materials can be applied by proprietary} \\ \textbf{triplanar mapping, which removes the need for explicit UV mapping.} \end{array}$

Bump and Parallax Control - Adjustable surface	bump	and
displaceme	ent amo	ount

Advanced			
Trace Depth		5	\$
Cut off		0.01	¢
Bump and Parallax Zone*		1.0	¢
Parallax Multiplier*		0.0	\$
Bump Multiplier*		0.0	¢
Plain materials strategy*	None		▼
 Don't Use Cached Light (Pure Uniform Spawning Distribution Edges Displacement Fast volumetric translucency Prevent color bleeding 	e Ray Tracin <u>ç</u> on)	

 $\mbox{V-Ray Version Required Info}-\mbox{Display of the required V-Ray version}$ for the material to be rendered correctly.

Information

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ize:1.51 x 1.51 cm

or Space required