

VRayUVWChannel

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

Overview

The UVW Channel texture is used combined with a [Bitmap node](#) and specifies which UV channel of the loaded texture is read.

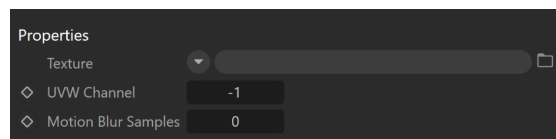
UI Path: **Texture > V-Ray > VRayUVWChannel**

Parameters

Texture – Specifies the texture map.

UVW Channel – Selects the UVW mapping channel of the connected Bitmap texture. Note that the first possible index of the UVW Channel is -1.

Motion Blur Samples – Specifies the number of motion blur samples when used with animated texture.



Mapping

Wrap U/ Wrap V/ Wrap W – Wraps the map on its U/V/W direction according to one of the following ways:

None – It is rendered as is.

Tile – Tiles the map.

Mirror – Tiles the map in a mirror pattern.

Crop U/ Crop V/ Crop W – Crops the map on its U/V/W direction.

Wrap Mode – Specifies how to wrap the map:

On 0.5 Boundary

On Integer Boundary

Coverage – Determines how much of the texture frame covers the surface. The default values - **1**, **1**, **1**, cover the entire surface. Reduce or increase these values to enlarge or shrink the texture frame. The values correspond to the **X**, **Y** and **Z** axes respectively. Changing these values non-uniformly stretches the texture.

