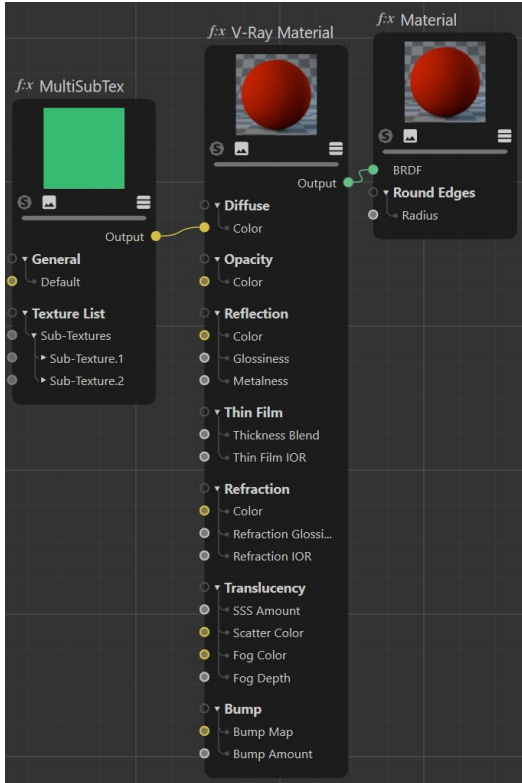# MultiSubTex Node

This page provides information about the MultiSubTex Node texture.

## Overview

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



## General

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

**Mode** – Specifies where to get the IDs from:

> **Polygon Selection** – The MultiSubTex Node uses a polygon selection set information.
> **Object ID** – The MultiSubTex Node considers the Object IDs of the object when feeding the data (color or texture) to the material.
> **Random by Composite Seed** – The MultiSubTex Node randomizes based on the selected option below.
> **Use ID Generator Texture** – VRayMultiSubTex randomizes textures that allow integer input.

**Switch ID Texture** – When the **Mode** is set to **Use ID Generator Texture**, this option allows a node to be connected that calls the texture from the Texture List by the ID number.

**Interpolate** – If the switch value falls between two textures from the Texture List, enabling this option interpolates between them. Otherwise, when disabled, the closest texture from the list is used. This option is available when the **Mode** is set to **Use ID Generator Texture**.

**Random by Node Handle** – Each node in Cinema 4D is assigned a unique number (a handle) when it is created. This option generates the color index based on that node ID. It is useful because the node handle survives through scene editing - e.g. if you add/remove other objects, or rename them, you still get the same colors.

**Random by Render ID** – The MultiSubTex Node assigns random colors based on Render IDs (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 Particle ID** – The MultiSubTex Node assigns random colors based on ParticleID (works for Thinking Particles). This option is still WIP.

**Random by Instance ID** – The MultiSubTex Node assigns random colors based on the IDs of objects instanced with a particle emitter.

**Random by Polygon Selection** – The MultiSubTex Node assigns random colors based on the material IDs of the object's faces.

**Random by Object ID** – The MultiSubTex Node assigns random colors based on object's ID.

**Random by Mesh Element** – The MultiSubTex Node assigns random colors based on element (e.g. teapot lid, etc.) IDs of the object.

**Random by User Attribute** – This option is still WIP.

**Random by Scene Name** – The MultiSubTex Node 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].

**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 a MultiSubTex Node texture 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 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.

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

**Remove Texture** – Removes the last sub-texture from the list.

**Used** – Enables the sub-texture for rendering.

**Selection Tag** – Allows you to assign a polygon selection tag and apply the sub-texture only to that selection.

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

**Texture** – Specifies the multi-sub texture to be used.