

V-Ray Proxy Material

This page provides information on the V-Ray MtlVRayMesh node.

Overview

The V-Ray Proxy Material is used to assign shaders to the [V-Ray Proxy](#) geometry.

Parameters

VRayProxy SOP – Use this parameter to point to the V-Ray Proxy in the scene. Once it is selected, the V-Ray MtlVRayMesh node creates inputs for every shape or object in the proxy. Shaders can then be connected to them.

Force Update – Force reload material information from the V-Ray Proxy SOP.

