

V-Ray Vector Product

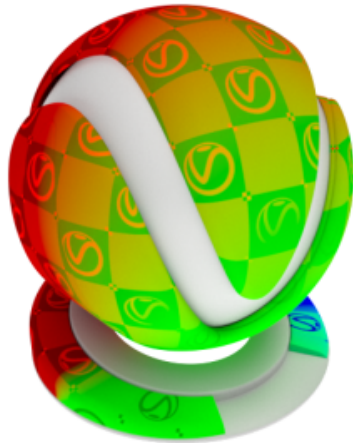
This page contains information about the V-Ray TexVectorProduct node.

Overview

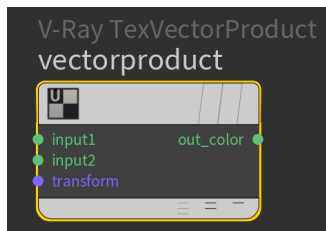
The V-Ray Vector Product utility texture performs multiplication operations on two vectors. The purpose of this node is to import materials from a .vrscene file.

Node

The TexVectorProduct node provides inputs for controlling various texture properties. Most correspond to parameters in the section below.



transform – Specifies a transform for the operation.



Parameters

Operation – Specifies the type of operation to perform with the two vectors:

No operation – Does not perform an operation.

Dot Product – Performs a dot product operation and returns the resulting scalar.

Cross Product – Performs a cross product operation and returns the resulting vector.

Vector Matrix Product – Performs a vector matrix product operation and returns the result.

Point Matrix Product – Performs a point matrix product operation and returns the result.

Input1 – Specifies the first vector.

Input2 – Specifies the second vector.

Normalize – When enabled, the output vector is normalized. When the **Operation** is set to **Dot Product**, the input vectors are normalized before the operation.

Operation

Dot Product

Input 1

0

0

0

1

Input 2

0

0

0

1

☐ Normalize