

V-Ray Remap

This page contains information about the V-Ray TexRemap utility.

Overview

V-Ray Remap texture is a utility for remapping different types of values. For example, it can remap a single value, three-channel inputs, and colors.

In the example on the right, a V-Ray Remap texture is used in the diffuse color channels of the garland, the gift boxes, and the back wall materials. The texture is also used as the Light Color in the V-Ray Light material of the glowing snowflakes.

Parameters

Type
—
Specifies
the
type of conversion:

Value — Remaps a single value.

RGB — Remaps a three-channel input (e.g RGB color).

HSV — Remaps RGB color and allows fine control over its hue, saturation, and value.

Note that when **Type** is **HSV**, the Hue is in the 0-360 range and the default value of Input and Output Min and Max parameters is 1.

Remap Type — Specifies the type of the value remapping. You can choose between *To Color* and *To Value*.

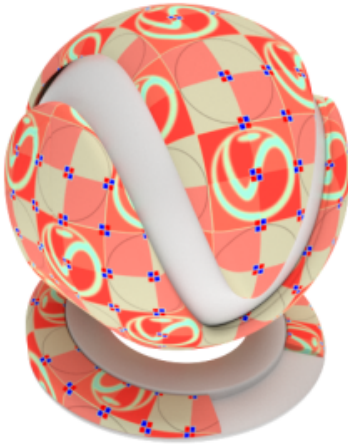
Input Value — Specifies the value to be remapped.

Input Color — Specifies the color to be remapped.

Input Bias — Controls the midpoint of the input range.

Input Min/Max — Specifies the range for the input. Values outside the range are clipped.

Output Min/Max — Specifies the range for the output.



TypeValue

Remap TypeTo Color

Remap Value

Color Ramp

×

+

Point No.

2

Position

1

Color

1

1

1

Interpolation

Linear

Input Value

1

Input Color

0

0

0

1

Input Bias

0

Input Min

0

Input Max

1

Output Min

0

Output Max

1