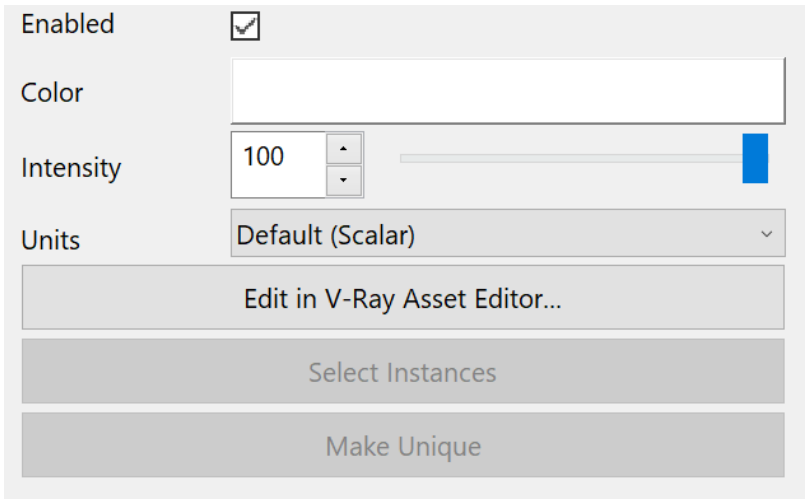
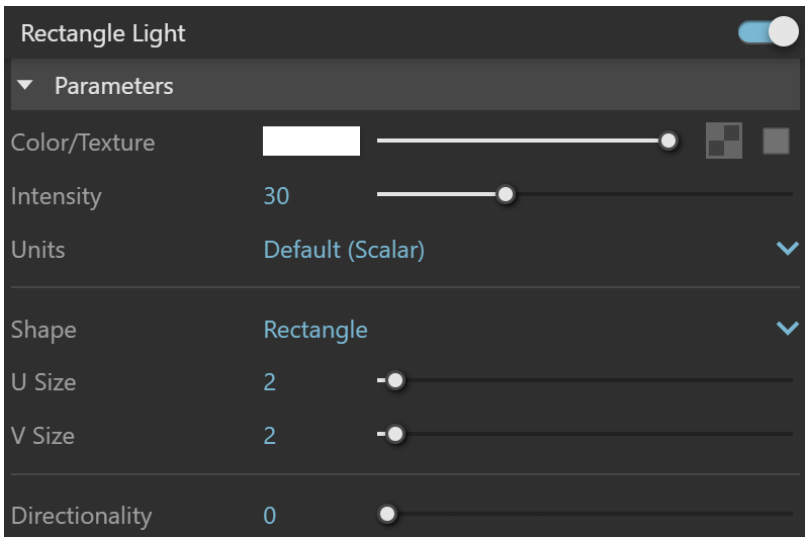
SketchUp/Rhino

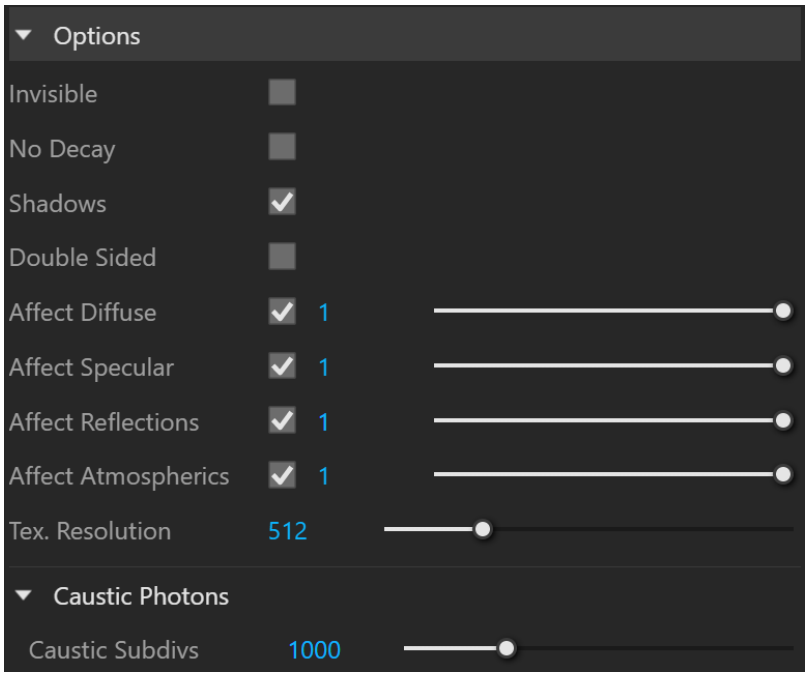
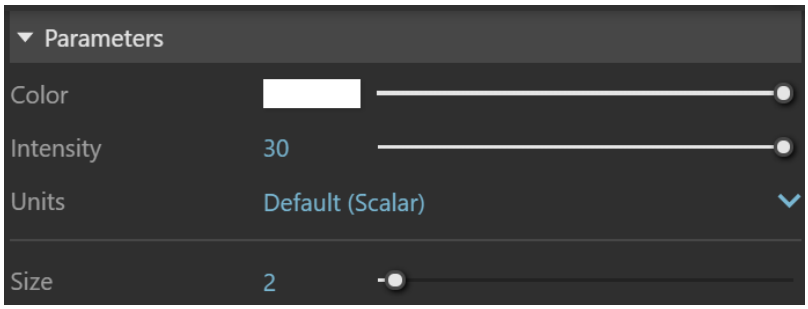
This page provides information about the supported .vrscene features exported from V-Ray for SketchUp/Rhino.

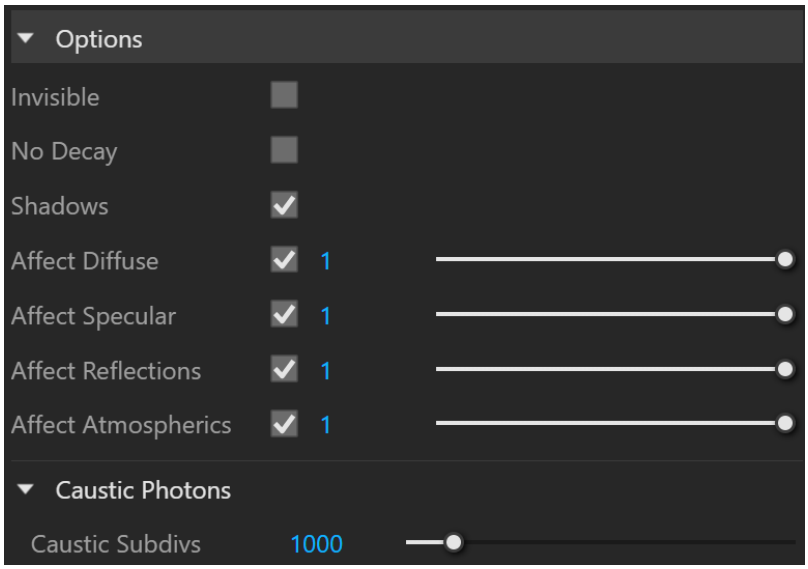
Chaos Vantage has better support for .vrscene files exported from **V-Ray Next** and later. It is recommend to use the latest officially released **V-Ray** version.

Lights

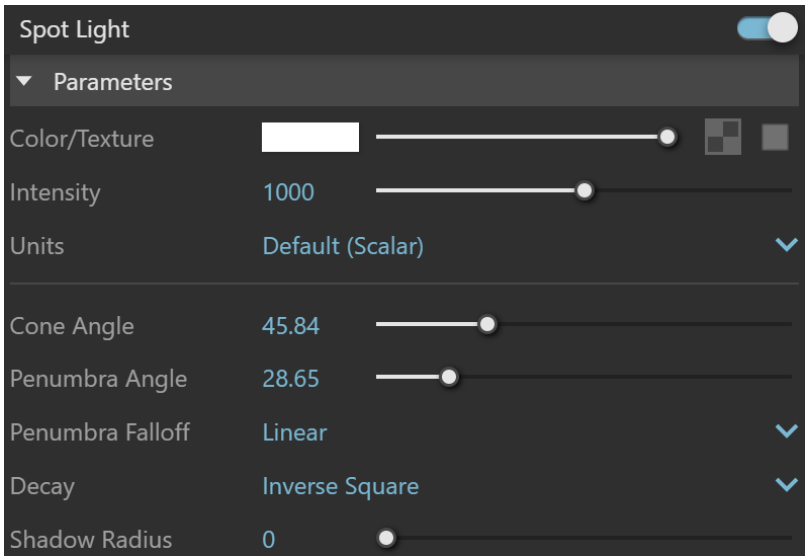
UI	Native Name	V-Ray Plugin Name	Support
	Light Type:		
	Point	**LightOmni**	✓
	Spot	**LightSpot**	✓
	Directional	**MayaLightDirect**	✓
	Linear	**LightRectangle**	✓
	Rectangular	**LightRectangle**	✓
	Enabled	enabled	✓
	Color	color	✓
	Intensity	intensity	✓
	Units:		
	Default (Scalar)	units=0	✓
	Lumens	units=1	✓
	Luminance	units=2	✓
	Radiant power (W)	units=3	✓
	Radiance	units=4	✓

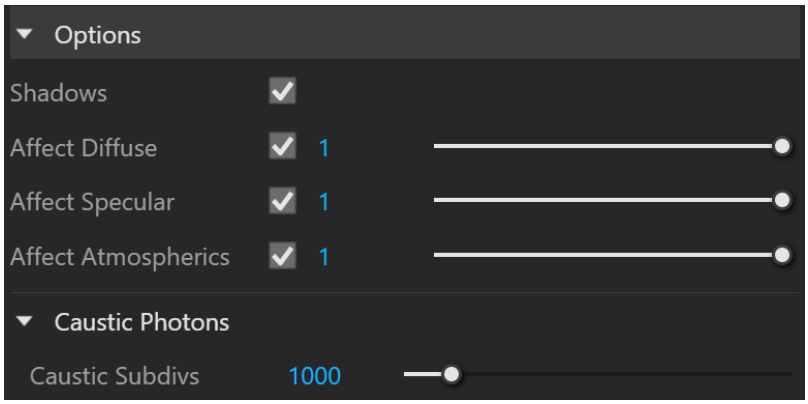
UI	Native Name	V-Ray Plugin Name	Support
	V-Ray Rectangle Light	**LightRectangle**	
	Enable	enabled	✓
	Color/Texture	color	✓
	Intensity	intensity	✓
	Units:		
	Default (Scalar)	units=0	✓
	Luminous Power (Lumens)	units=1	✓
	Liminance (lm/m^2 /sr)	units=2	✓
	Radiant power (W)	units=3	✓
	Radiance (W/m^2 /sr)	units=4	✓
	Shape:		
	Rectangle	is_disk=0	✓
	Disc	is_disk=1	✓
	U Size/Size	u_size	✓

	V Size	v_size	✓
	Directionality	directional	✓
	Invisible	invisible	✓
	No Decay	noDecay	✗
	Shadows	shadows	✓
	Double Sided	doubleSided	✓
	Affect Diffuse	affectDiffuse	✓
	Diffuse contribution	diffuse_contribution	✓
	Affect Specular	affectSpecular	✓
	Specular contribution	specular_contribution	✓
	Affect Reflections	affectReflections	✓
	Reflections contribution	reflections_contribution	✓
	Affect Atmospherics	affect_atmospherics	✗
	Atmospherics contribution	atmospherics_contribution	✗
	Tex. Resolution	tex_resolution	✓
	Caustic Subdivs	causticSubdivs	✗
	V-Ray Sphere Light	**LightSphere**	
	Enable	enabled	✓
	Color	color	✓
	Intensity	intensity	✓
	Units: Default (Scalar) Luminous Power (Lumens) Liminance (lm/m^2 /sr) Radiant power (W) Radiance (W/m^2 /sr)	units=0 units=1 units=2 units=3 units=4	✓ ✓ ✓ ✓ ✓
	Size	u_size	✓
	Invisible	invisible	✓
	No Decay	noDecay	✓
	Shadows	shadows	✓
	Affect Diffuse	affectDiffuse	✓
	Diffuse contribution	diffuse_contribution	✓
	Affect Specular	affectSpecular	✓
	Specular contribution	specular_contribution	✓
	Affect Reflections	affectReflections	✓
	Reflections contribution	reflections_contribution	✓
	Affect Atmospherics	affect_atmospherics	✗
	Atmospherics contribution	atmospherics_contribution	✗



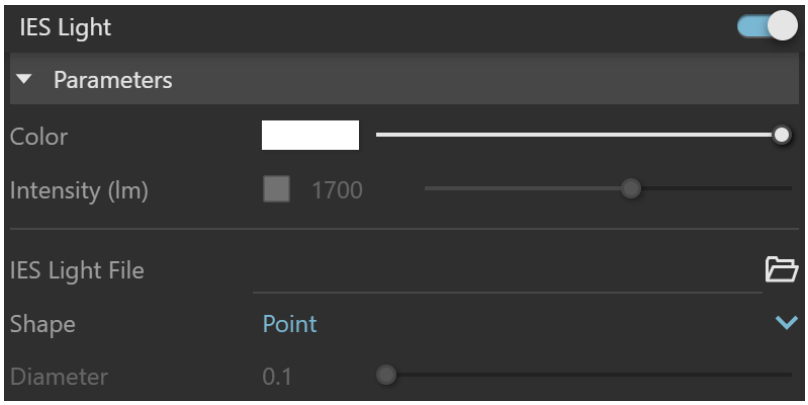
Caustic Subdivs	causticSubdivs	✗

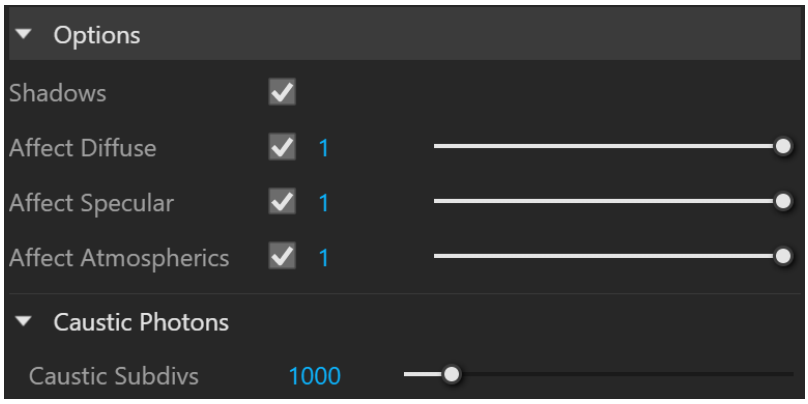
	V-Ray Spot Light	LightSpot	
	Enable	enabled	✓
	Color/Texture	color	✓
	Intensity	intensity	✓
	Units: Default (Scalar) Luminous Power (Lumens) Liminance (lm/m^2 /sr) Radiant power (W) Radiance (W/m^2 /sr)	 units=0 units=1 units=2 units=3 units=4	 ✓ ✓ ✓ ✓ ✓
	Cone Angle	coneAngle	✓
	Penumbra Angle	penumbraAngle	✓
	Penumbra Falloff: Linear Smooth Cubic	 falloffType=0 falloffType=1	 ✓ ✓
	Decay: No Decay Inverse Inverse Square Inverse Cube	 decay=0 decay=1 decay=2 decay=3	 ✗ ✗ ✗ ✗
	Shadow Radius	shadowRadius	✓
	Shadows	shadows	✓
	Affect Diffuse	affectDiffuse	✓
	Diffuse contribution	diffuse_contribution	✓
	Affect Specular	affectSpecular	✓
	Specular contribution	specular_contribution	✓
	Affect Atmospherics	affect_atmospherics	✗



Atmospherics contribution	atmospherics_contribution	✗
Caustics Subdivs	causticSubdivs	✗

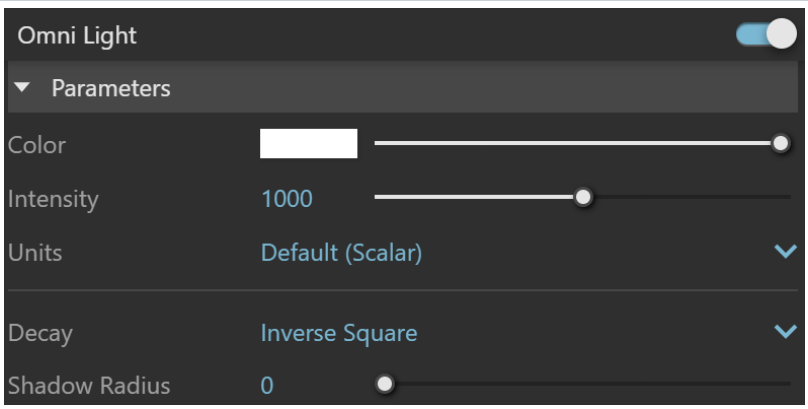
	V-Ray IES Light	LightIES	
Enable		enabled	✓
Color		color	✓
Intensity (lm)		power	✓
IES Light File		ies_file	✓
Shape:			
	From IES File	ies_light_shape=-1	✓
	Point	ies_light_shape=0	✓
	Circle	ies_light_shape=1	✓
	Sphere	ies_light_shape=2	✓
Diameter		ies_light_diameter	✓

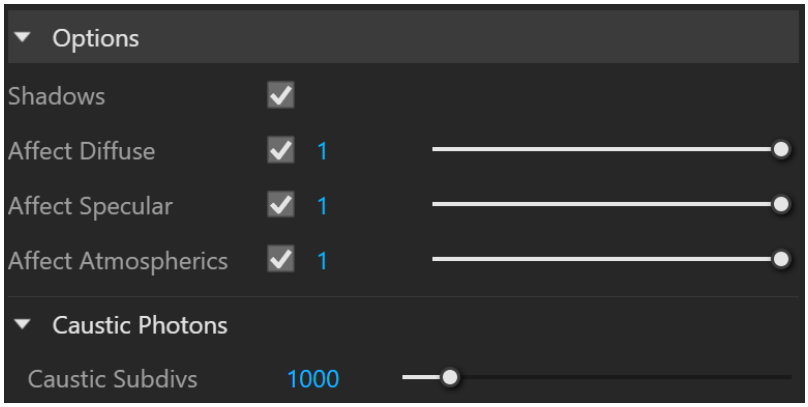




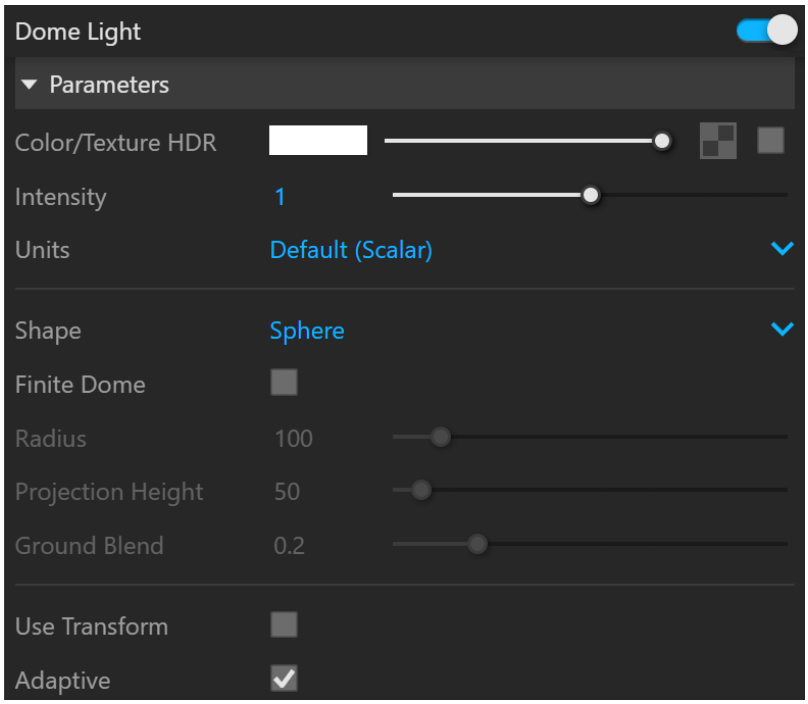
Shadows	shadows	✓
Affect Diffuse	affectDiffuse	✓
Diffuse contribution	diffuse_contribution	✓
Affect Specular	affectSpecular	✓
Specular contribution	specular_contribution	✓
Affect Atmospherics	affect_atmospherics	✗
Atmospherics contribution	atmospherics_contribution	✗
Caustic Subdivs	causticSubdivs	✗

	V-Ray Omni Light	LightOmni	
Enable		enabled	✓
Color		color	✓
Intensity		intensity	✓
Units:			
	Default (Scalar)	units=0	✓
	Luminous Power (Lumens)	units=1	✓
	Liminance (lm/m^2 /sr)	units=2	✓
	Radiant power (W)	units=3	✓
	Radiance (W/m^2 /sr)	units=4	✓



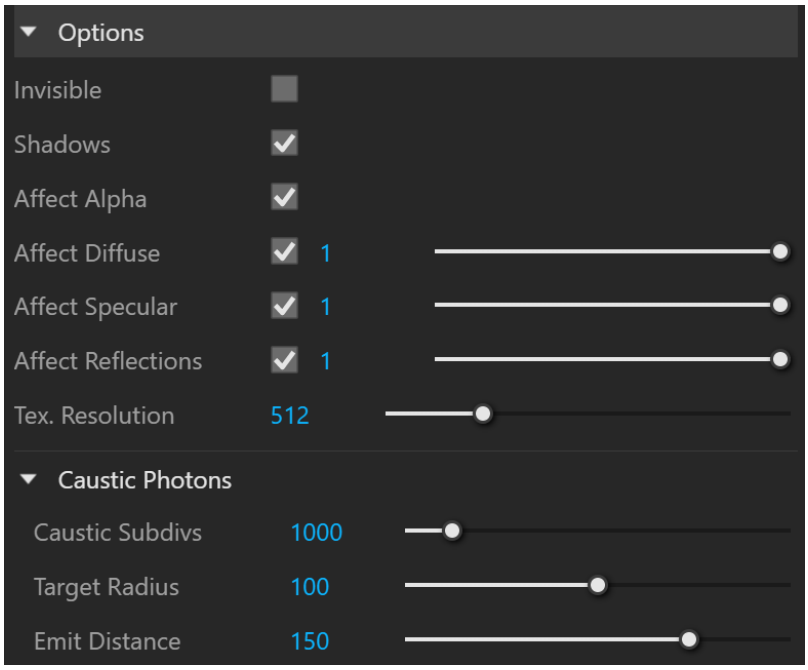


Decay:		
No Decay	decay_type=0	✗
Inverse	decay_type=1	✗
Inverse Square	decay_type=2	✗
Inverse Cube	decay_type=3	✗
Shadow Radius	shadowRadius	✓
Shadows	shadows	✓
Affect Diffuse	affectDiffuse	✓
Diffuse contribution	diffuse_contribution	✓
Affect Specular	affectSpecular	✓
Specular contribution	specular_contribution	✓
Affect Atmospherics	affect_atmospherics	✗
Atmospherics contribution	atmospherics_contribution	✗
Caustics Subdivs	causticSubdivs	✗

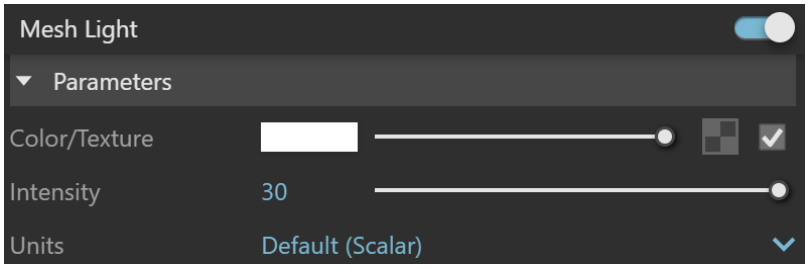


V-Ray Dome Light	**LightDome**	
Enable	enabled	✓
Color/Texture HDR	color	✓
Intensity	intensity	✓
Units:		
Default (Scalar)	units=0	✓
Luminous Power (Lumens)	units=1	✗
Liminance (lm/m^2 /sr)	units=2	✗
Radiant power (W)	units=3	✗
Radiance (W/m^2 /sr)	units=4	✗
Shape:		
Hemisphere	dome_spherical=0	✗
Sphere	dome_spherical=1	✓
Finite Dome	dome_finite_on	✗
Radius	finite_radius	✗
Projection Height	finite_cameraHeight	✗
Ground Blend	finite_groundBlend	✗
Use Transform	–	⊖
Adaptive	dome_adaptive	✗

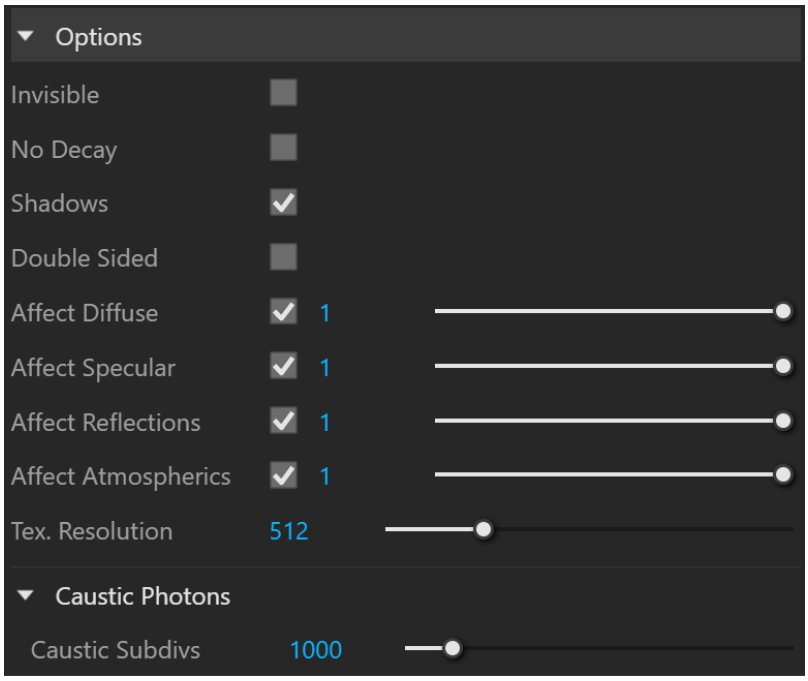
Invisible	invisible	✗
Shadows	shadows	✗
Affect Alpha	affect_alpha	✗
Affect Diffuse	affectDiffuse	✗
Diffuse contribution	diffuse_contribution	✗
Affect Specular	affectSpecular	✗
Specular contribution	specular_contribution	✗



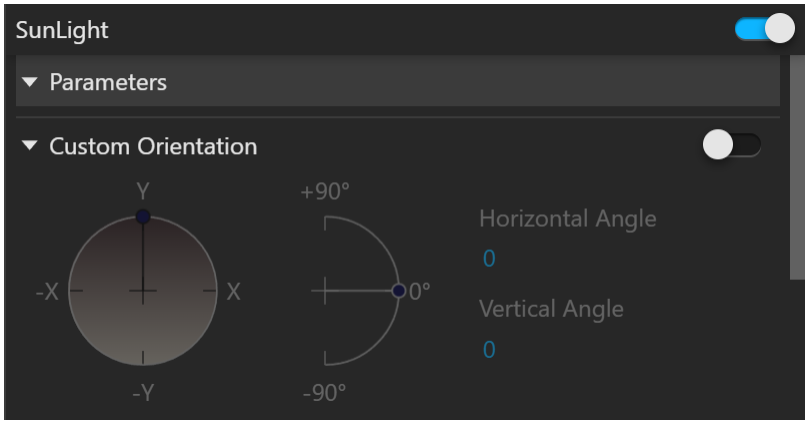
Affect Reflections	affectReflections	✗
Reflections contribution	reflections_contribution	✗
Tex. Resolution	tex_resolution	✗
Caustics Subdivs	causticSubdivs	✗
Target Radius	dome_targetRadius	⊖
Emit Distance	dome_emitRadius	⊖

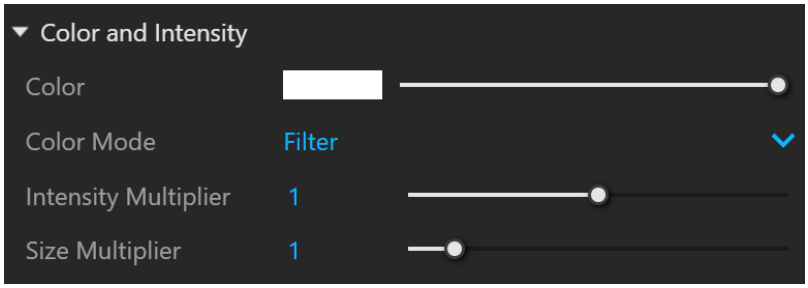


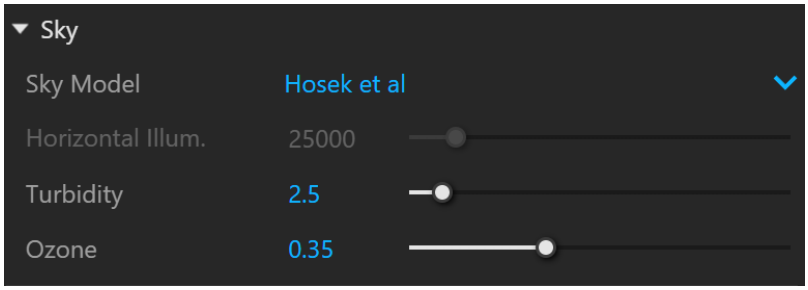
V-Ray Mesh Light	LightMesh	
Enable	enabled	✓
Color/Texture	color	✓
Intensity	intensity	✓
Units:		
Default (Scalar)	units=0	✓
Luminous Power (Lumens)	units=1	✓
Liminance (lm/m^2 /sr)	units=2	✓
Radiant power (W)	units=3	✓
Radiance (W/m^2 /sr)	units=4	✓

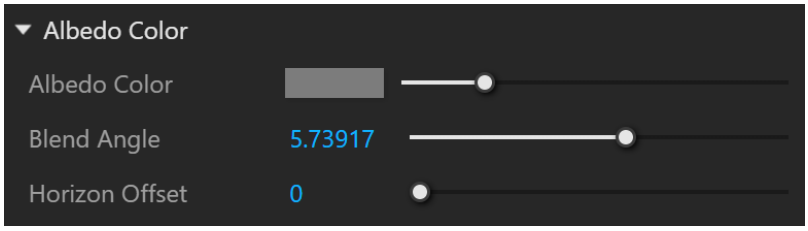


Invisible	invisible	✓
No Decay	noDecay	✗
Shadows	shadows	✓
Double Sided	doubleSided	✓
Affect Diffuse	affectDiffuse	✓
Diffuse contribution	diffuse_contribution	✓
Affect Specular	affectSpecular	✓
Specular contribution	specular_contribution	✓
Affect Reflections	affectReflections	✓
Reflections contribution	reflections_contribution	✓
Affect Atmospherics	affect_atmospherics	✗
Atmospherics contribution	atmospherics_contribution	✗
Tex. Resolution	tex_resolution	✗
Caustics Subdivs	causticSubdivs	✗

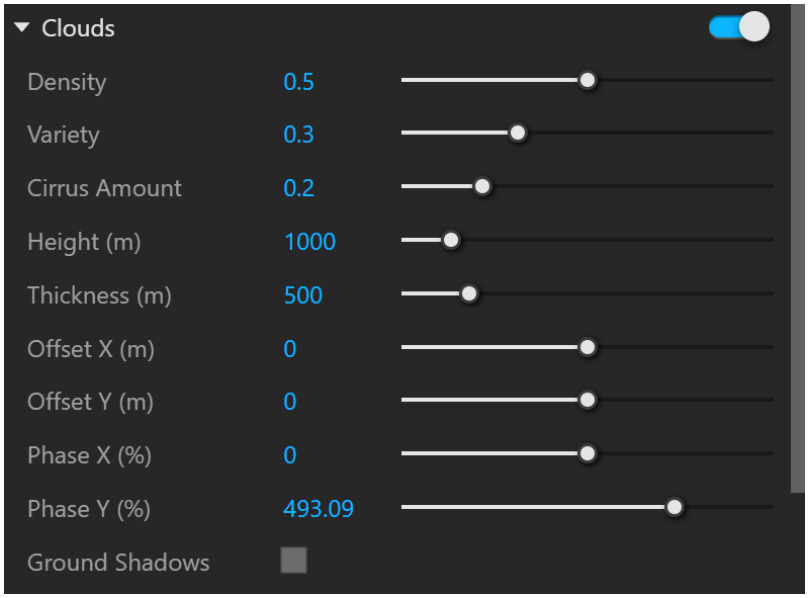






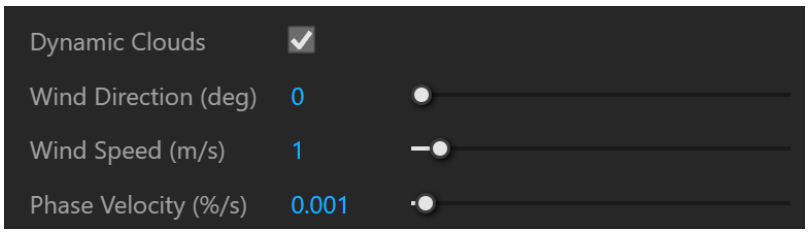


	V-Ray Sun Light	SunLight	
	Enable	enabled	✓
	Custom Orientation	transform	✓
	Horizontal Angle	transform	✓
	Vertical Angle	transform	✓
	Color	color	✓
	Color Mode:		
	Filter	color_mode=0	✓
	Direct	color_mode=1	✓
	Override	color_mode=2	✓
	Intensity Multiplier	intensity_multiplier	✓
	Size Multiplier	size_multiplier	✓
	Sky Model:		
	Preetham et al	sky_model.0	✓
	CIE Clear	sky_model=1	✓
	CIE Overcast	sky_model=2	✓
	Hosek et al	sky_model=3	✓
	Horizontal Illumination	horiz_illum	✓
	Turbidity	turbidity	✓
	Ozone	ozone	✓
	Albedo Color	ground_albedo	✓
	Blend Angle	blend_angle	✓
	Horizon Offset	horizon_offset	✓
	Enabled	clouds_on	✓
	Density	clouds_density	✓
	Viriety	clouds_variety	✓
	Cirrus Amount	clouds_cirrus_amount	✓
	Height (m)	clouds_height	✓
	Thickness (m)	clouds_thickness	✓
	Offset X (m)	clouds_offset_x	✓
	Offset Y (m)	clouds_offset_y	✓

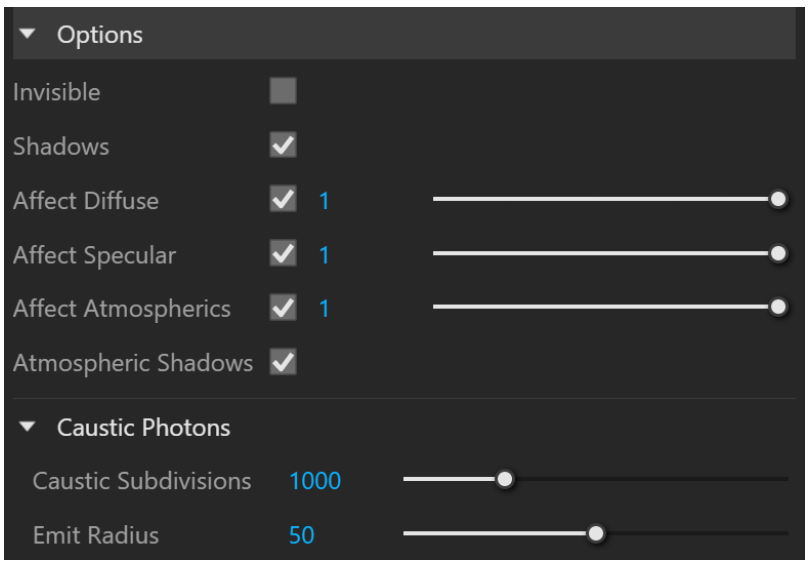


Phase X (%)	clouds_phase_x	✓
Phase Y (%)	clouds_phase_y	✓
Ground Shadows	clouds_ground_shadows	✓

Contrails	clouds_contrails_on	✗
Contrails Number	clouds_contrails_num_planes	✗
Contrails Strength	clouds_contrails_strength	✗
Contrails Distortion	clouds_contrails_distortion	✗
Contrails Offset X (m)	clouds_contrails_offset_x	✗
Contrails Offset Y (m)	clouds_contrails_offset_y	✗
Contrails Time	clouds_contrails_time=0	✗

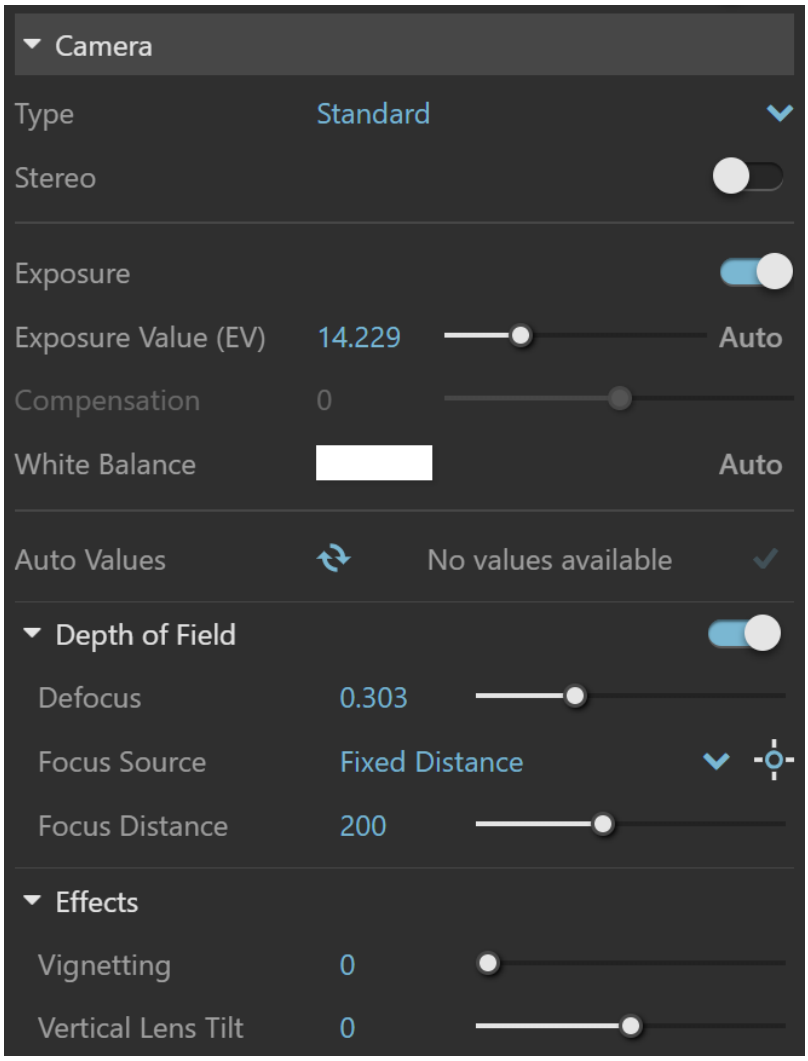


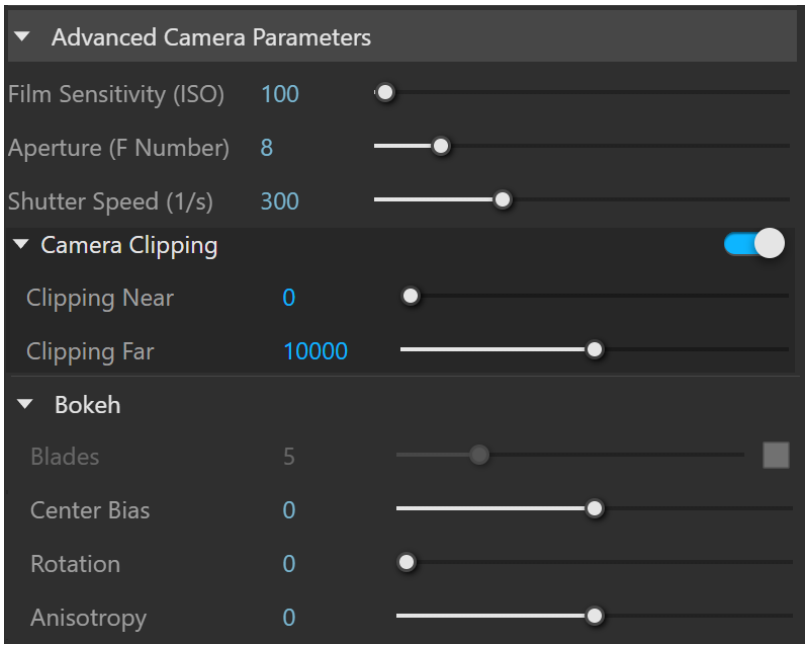
Dynamic Clouds	-	✗
Wind Direction (deg)	clouds_offset_x; clouds_offset_y	✗
Wind Speed (m/s)	clouds_offset_x; clouds_offset_y	✗
Phase Velocity (%/s)	clouds_phase_x; clouds_phase_x	✗



Invisible	invisible	✓
Shadows	shadows	✓
Affect Diffuse	affectDiffuse	✓
Affect Specular	affectSpecular	✓
Affect Atmospherics	affect_atmospherics	✗
Atmospherics contribution	atmospherics_contribution	✗
Atmospheric Shadows	atmos_shadows	✗
Caustic Subdivisions	causticSubdivs	✗
Emit Radius	–	⊖

Camera

UI	Native name	V-Ray plugin name (plugin/parameter)	Support
	Camera	**CameraPhysical**	
	Type: Standard VR Spherical Panorama VR Cubemap	 **SettingsCamera**/type=0 **SettingsCamera**/type=9 **SettingsCamera**/type=10	 ✓ ✗ ✗
	Stereo	**RenderView**/stereo_on	✗
	Enable Exposure	exposure	✓
	Exposure Value (EV)	combination of ISO, f_number, shutter_speed	✓
	Exposure Value (EV) Auto	**SettingsCamera**/auto_exposure	✗
	Compensation	**SettingsCamera**/auto_exposure_compensation	✗
	White Balance	white_balance	✓
	White Balance Auto	**SettingsCamera**/auto_white_balance	✗
	Auto Values	–	⛔
	Depth of Field	use_dof	✓
	Defocus	combination of ISO, f_number	✓
	Focus Source: Fixed Distance Camera Target Fixed Point	 – – –	 ⛔ ⛔ ⛔
	Focus Distance	focus_distance	✓
	Vignetting	vignetting	✗
	Vertical Tilt	lens_shift	✓
	Film Sensitivity (ISO)	ISO	✓
	Aperture (F Number)	f_number	✓
	Shutter Speed	shutter_speed	✓
	Blades	blades_num	✓
	Enable Blades	blades_enable	✓
	Center Bias	center_bias	✗
	Rotation	blades_rotation	✓



Anisotropy	anisotropy	✗

Geometry

Native Name	V-Ray Plugin Name	Support	Notes
V-Ray Clipper	**VRayClipper**	✗	
V-Ray Decal	**VRayDecal**	✓	
V-Ray Displacement	**GeomDisplacedMesh**	✓	
V-Ray Enmesh	**GeomEnmesh**	✗	
V-Ray Fur	**GeomHair**	✓	
V-Ray Infinite Plane	**GeomPlane**	✗	
V-Ray Proxy Mesh	**GeomMeshFile**	✓	
V-Ray Proxy Scene	**VRayScene**	✓	
V-Ray Scatter	**Instancer**	✓	
V-Ray Scene Importer	**VRayScene**	✓	

Environment

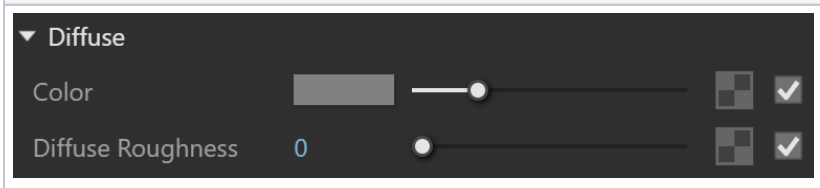
	Native Name	V-Ray Plugin Name	Support
	Environment Fog		✓

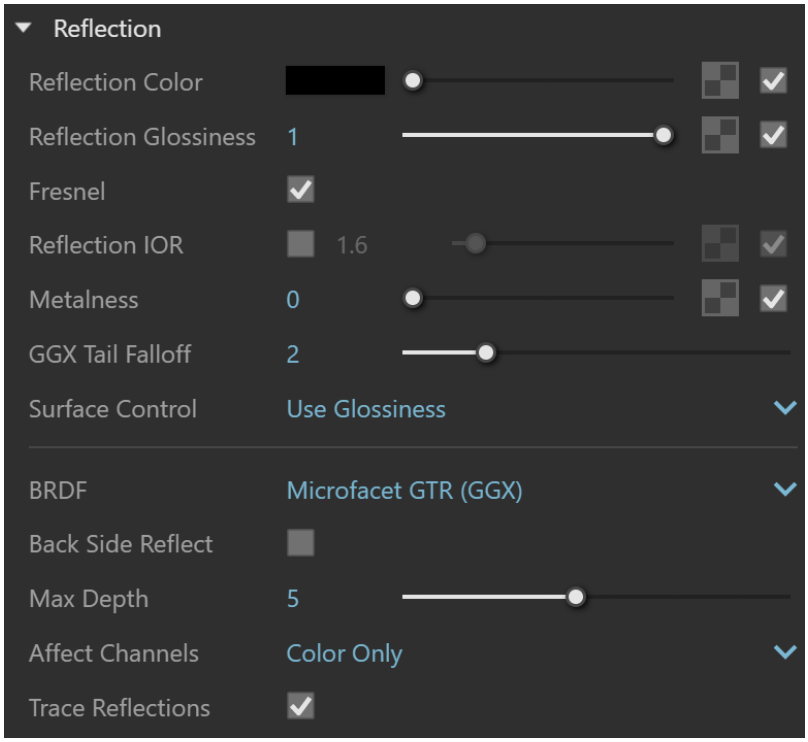
Materials

	Native Name	V-Ray Plugin Name	Support
	Bump	**BRDFBump**	

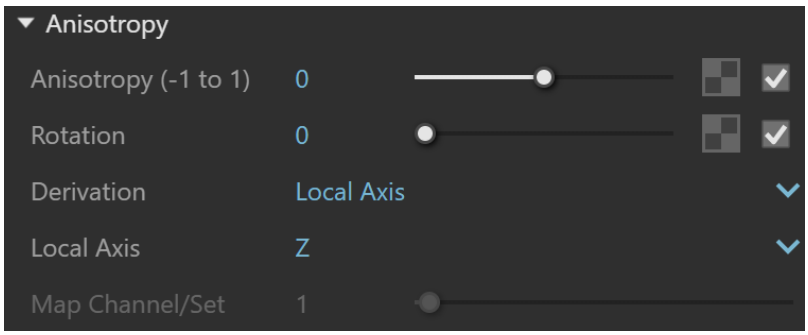
	• Base material • Map • Amount		
	Blend	**BRDFLayered**	• Base material • Layer materials
	Car Paint 2 • Base color • Base reflection • Base glossiness • Coat color • Coat strength • Coat glossiness	**BRDFCarPaint2**	
	Emissive	**BRDFLight**	• Color • Intensity
	Hair	**BRDFHair3**	✗
	MultiMaterial	**MtlMulti**	✓
	Outline Override	**BRDFToonMtl**	Loads as BRDFVRayMtl, toon parameters are ignored.
	Override	**MtlOverride**	• Base material • GI material • Reflect material • Refract material
	Subsurface Scattering	**BRDFSSS2Complex**	• Index of refraction • Sub-surface color • Specular color • Specular amount • Specular glossiness
	Stochastic Flakes	**BRDFStochasticFlakes**	• Hilight Glossiness • BRDF Type: GGX
	Two Sided	**Mtl2Sided**	• Front Material • Back Material • Translucency
	VRscan	**BRDFScanned**	✗
	Wrapper	**MtlWrapper**	• Base material

VRayMtl

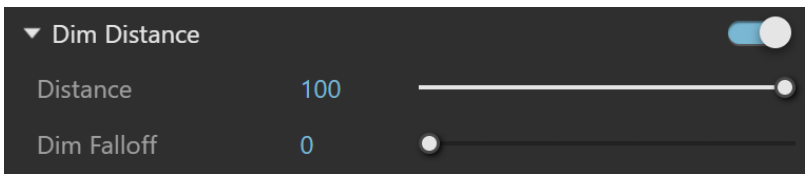
UI	Native name	V-Ray plugin Name (plugin/parameter)	Support
	Generic	**BRDFVRayMtl**	
	Color	diffuse	✓
	Diffuse Texture	diffuse	✓
	Diffuse Roughness	roughness	✗
	Diffuse Roughness Texture	roughness	✗
	Reflection Color	reflect	✓



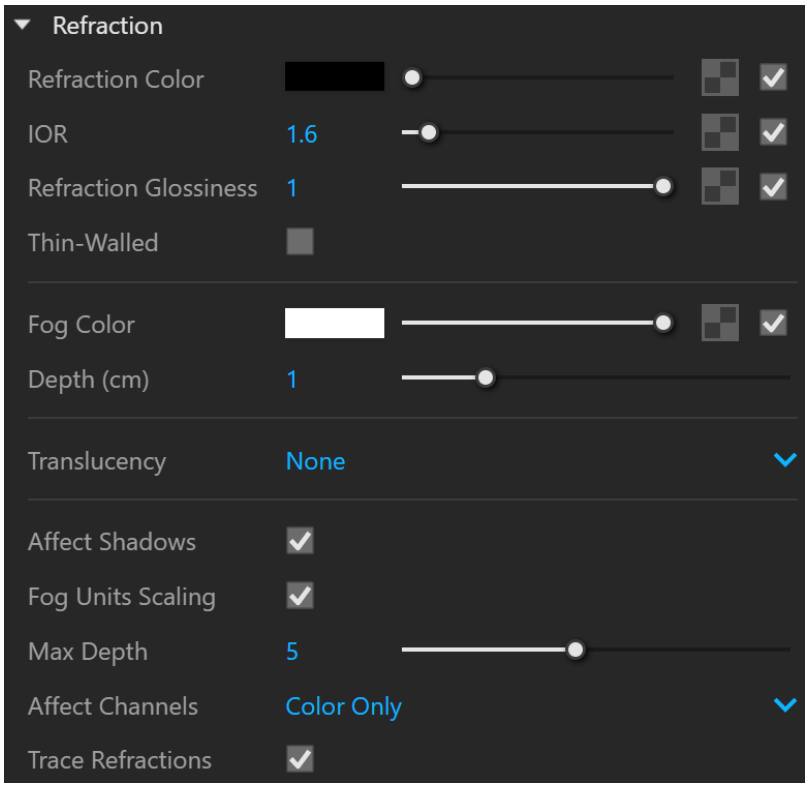
Reflection Color Texture	reflect	✓
Reflection Glossiness	reflect_glossiness	✓
Reflection Glossiness Texture	reflect_glossiness	✓
Fresnel	fresnel	✓
Reflection IOR	fresnel_ior	✓
Reflection IOR Texture	fresnel_ior	✓
Metalness	metalness	✓
Metalness Texture	metalness	✓
GGX Tail Falloff	gtr_gamma	✗
Surface Control:		
Use Glossiness	option_use_roughness=0	✓
Use Roughness	option_use_roughness=1	✓
BRDF Type:		
Phong	brdf_type=0	✓
Blinn	brdf_type=1	✓
Ward	brdf_type=2	✓
Microfacet GTR (GGX)	brdf_type=4	✓
Back Side Reflect	option_reflect_on_back	✓
Max Depth	reflect_depth	✗
Affect Channels:		
Color only	refract_affect_alpha=0	✗
Color+alpha	refract_affect_alpha=1	✗
All Channels	refract_affect_alpha=2	✗
Trace Reflections	reflect_trace	✗



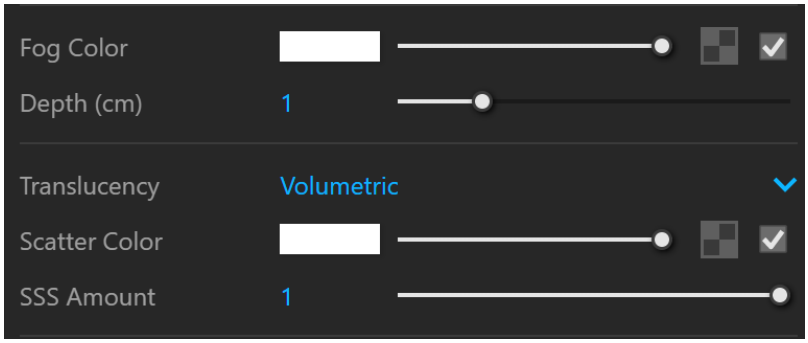
Anisotropy	anisotropy	✗
Anisotropy Texture	anisotropy	✗
Rotation	anisotropy_rotation	✗
Rotation Texture	anisotropy_rotation	✗
Derivation:		
Local axis	anisotropy_derivation=0	✗
Map channel	anisotropy_derivation=0	✗
Local Axis:		
X	anisotropy_axis=0	✗
Y	anisotropy_axis=1	✗
Z	anisotropy_axis=2	✗
Map Channel/Set	anisotropy_derivation	✗



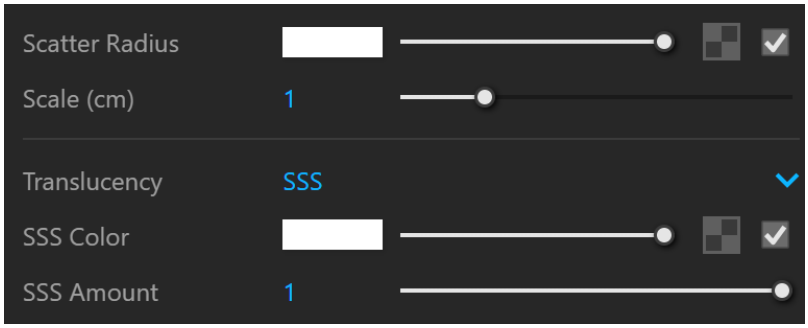
Distance on	reflect_dim_distance	✗
Distance	reflect_dim_distance_on	✗
Dim Falloff	reflect_dim_distance_falloff	✗
Refraction Color	refract	✓



Translucency set to None

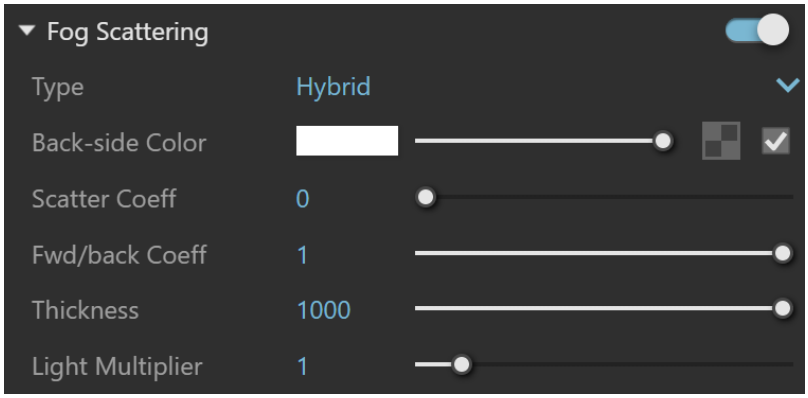


Translucency set to Volumetric

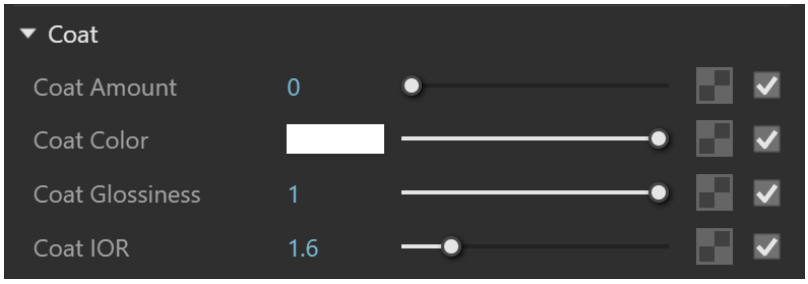


Translucency set to SSS

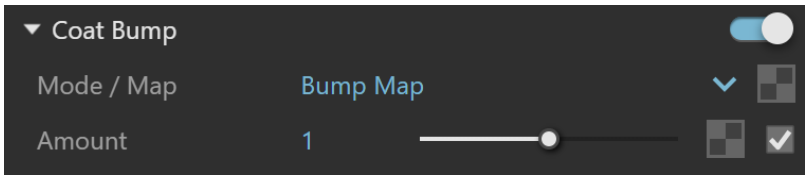
Refraction Color Texture	refract	✓
IOR	refract_ior	✓
IOR Texture	refract_ior	✓
Refraction Glossiness	refract_glossiness	✓
Refraction Glossiness Texture	refract_glossiness	✓
Thin-Walled	refract_thin_walled	✓
Fog Color	fog_color	✓
Fog Color Texture	fog_color_tex	✗
Depth (cm) / Scale (cm)	fog_mult	✓
Translucency:		
None	translucency=0	✗
Volumetric	translucency=4	✗
SSS	translucency=6	✗
Scatter Color / SSS Color	translucency_color	✗
Scatter Color Texture / SSS Color Texture	translucency_color	✗
SSS Amount	translucency_amount	✗
Scatter Radius		
Affect Shadows	refract_affect_shadows	✓
Fog Units Scaling	fog_unit_scale_on	✗
Max Depth	refract_depth	✗
Affect Channels:		
Color only	refract_affect_alpha=0	✗
Color+alpha	refract_affect_alpha=1	✗
All Channels	refract_affect_alpha=2	✗
Trace Refractions	refract_trace	✗
Dispersion on	dispersion_on	✗
Abbe	dispersion	✗
Fog Scattering on	translucency	✗



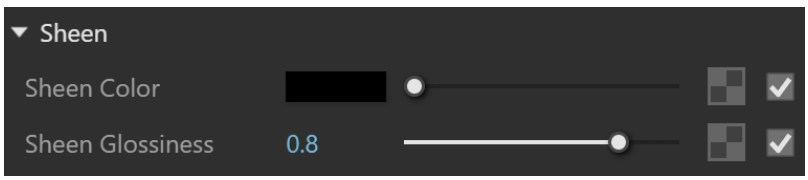
Type:		
Hard (wax)	translucency=1	✗
Hybrid	translucency=3	✗
Back-side Color	translucency_color	✗
Back-side Color Texture	translucency_color	
Scatter Coeff	translucency_scatter_coeff	✗
Fwd/back Coeff	translucency_scatter_dir	✗
Thickness	translucency_thickness	✗
Light Multiplier	translucency_light_mult	✗



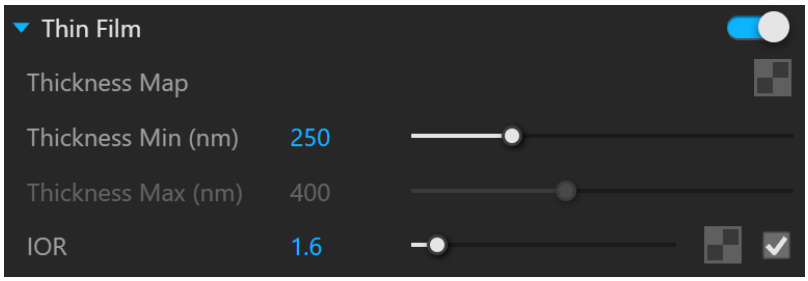
Coat Amount	coat_amount	✓
Coat Amount Texture	coat_amount	✓
Coat Color	coat_color	✓
Coat Color Texture	coat_color	✓
Coat Glossiness	coat_glossiness	✓
Coat Glossiness Texture	coat_glossiness	✓
Coat IOR	coat_ior	✓
Coat IOR Texture	coat_ior	✓



Coat Bump Enabled	coat_bump_lock	✓
Mode/Map:		
Bump Map	coat_bump_type=0	✗
Bump Texture Channel	coat_bump_type=5	✗
Normal Map	coat_bump_type=1	✗
Coat Bump Map Texture	coat_bump_map	✗
Amount	coat_bump_amount	✗
Amount Texture	coat_bump_amount	✗

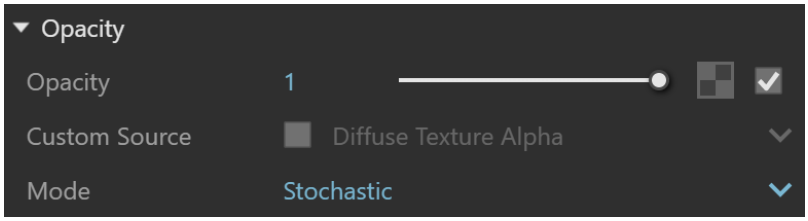


Sheen Color	sheen_color	✗
Sheen Color Texture	sheen_color	✗
Sheen Glossiness	sheen_glossiness	✗
Sheen Glossiness Texture	sheen_glossiness	✗

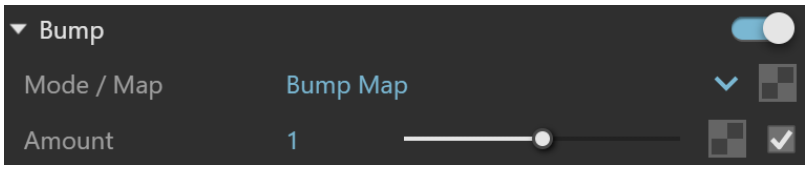


Thickness Map		
Thickness Min (nm)		
Thickness Max (nm)		
IOR		
IOR Texture		
Color		
Self-Illumination Color Texture		
Intensity		

Compensate EV		

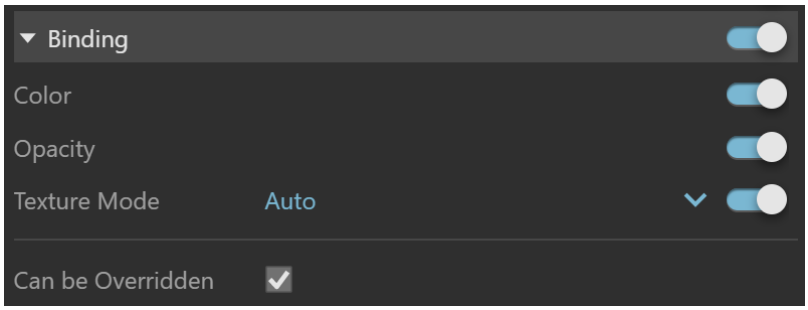
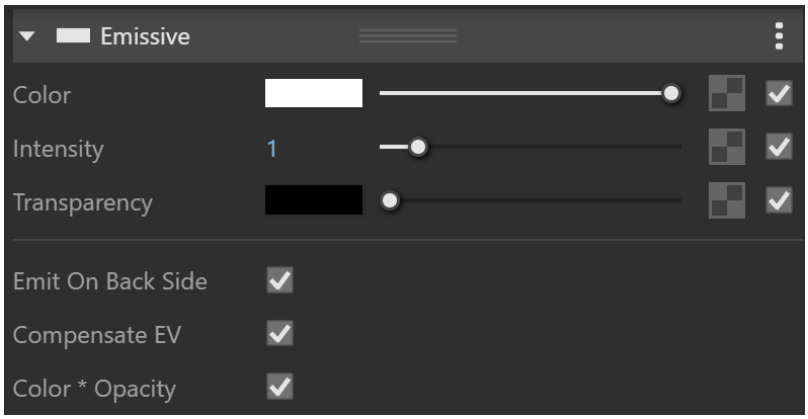
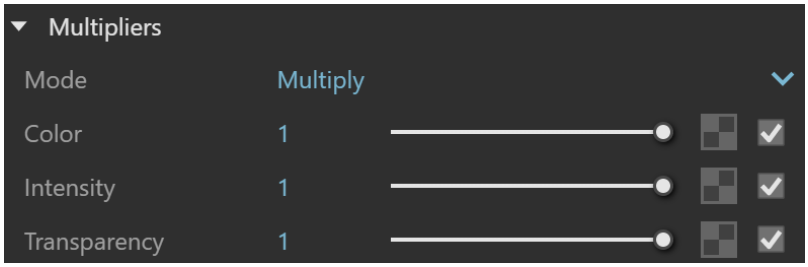
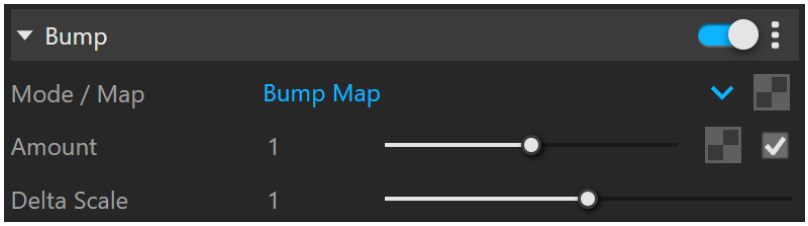


Opacity	opacity	✗
Opacity Texture	opacity	✓ [1]
Custom Source:		
Diffuse Texture Alpha	opacity/**TexCombineFloat**	✓
Opacity Texture Alpha	opacity/**TexAColorChannel**/mode=3	✗
Mode:		
Normal	opacity_mode=0	✗
Clip	opacity_mode=1	✓ [1]
Stochastic	opacity_mode=2	✗



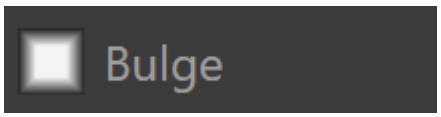
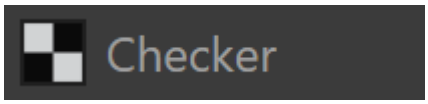
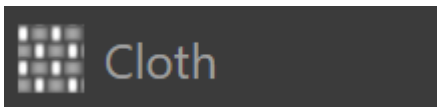
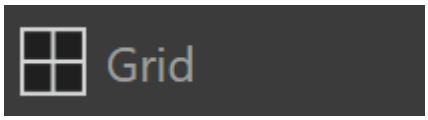
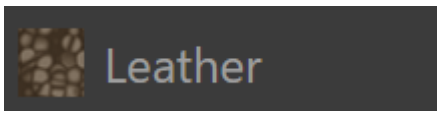
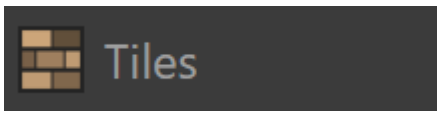
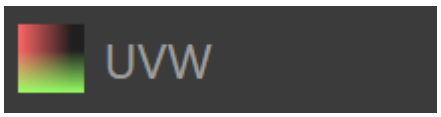
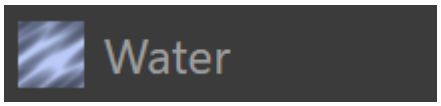
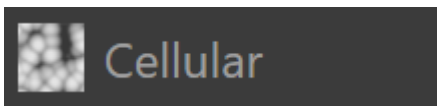
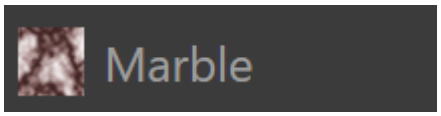
Bump Mode/Map:		
Bump Map	bump_type=0	✓
Normal Map	bump_type=1	✓
Bump Map Texture	bump_map	✓
Amount	bump_amount	✓
Amount Texture	bump_amount	✗

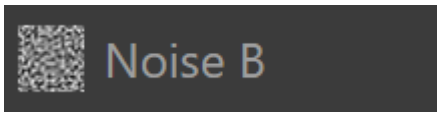
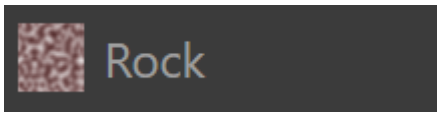
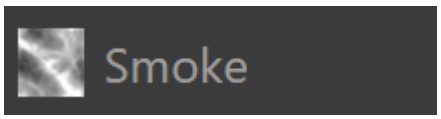
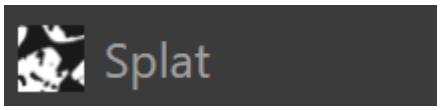
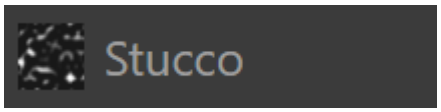
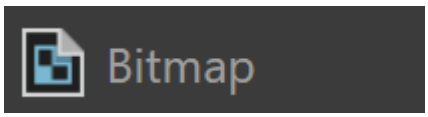
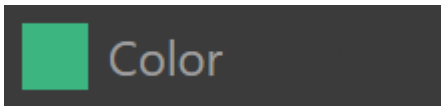
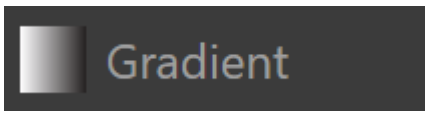
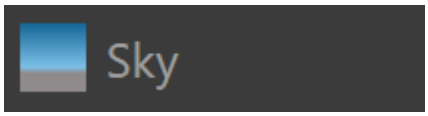
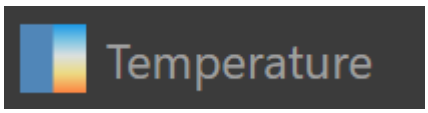
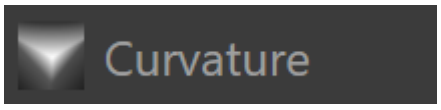
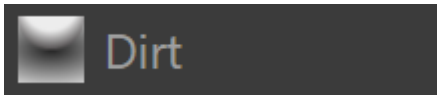
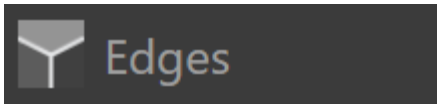
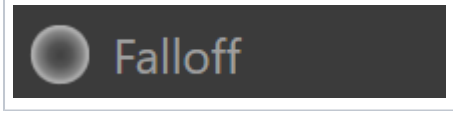
Mode:		
Multiply	**TexCombineColor**/color	✓
Blend amount	**TexCombineColor**/texture_multiplier	✓
Color	diffuse/**TexCombineColor**/texture_multiplier	✓
Color Texture	diffuse/**TexCombineColor**/texture_multiplier	✓
Reflection Color	reflect/**TexCombineColor**/texture_multiplier	✓
Reflection Color Texture	reflect/**TexCombineColor**/texture_multiplier	✓
Reflection Glossiness	reflect_glossiness/**TexCombineColor**/texture_multiplier	✓
Reflection Glossiness Texture	reflect_glossiness/**TexCombineColor**/texture_multiplier	✓
Refraction Color	refract/**TexCombineColor**/texture_multiplier	✓
Refraction Color Texture	refract/**TexCombineColor**/texture_multiplier	✓
IOR	refract_ior/**TexCombineColor**/texture_multiplier	✓
IOR Texture	refract_ior/**TexCombineColor**/texture_multiplier	✓
Refraction Glossiness	refract_glossiness/**TexCombineColor**/texture_multiplier	✓

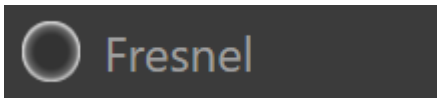
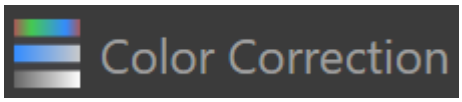
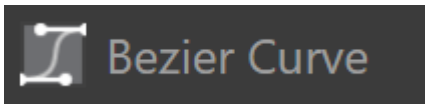
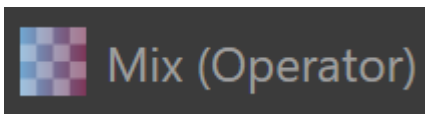
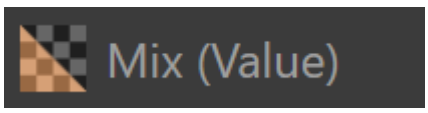
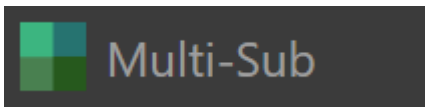
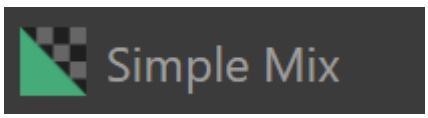
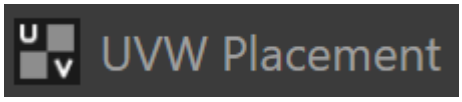
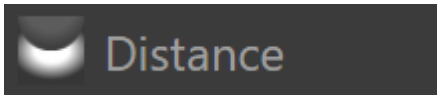
	Refraction Glossiness Texture	refract_glossiness/**TexCombineColor**/texture_multiplier	✓
	Opacity	opacity/**TexCombineColor**/texture_multiplier	✗
	Opacity Texture	opacity/**TexCombineColor**/texture_multiplier	✗
	Color		
	Opacity		
	Texture Mode: Auto Texture Helper Custom		
	Can be Overridden		
	Emissive	**BRDFLight**	
	Color	color	✓
	Color Texture	color	✓
	Intensity	colorMultiplier	✓
	Intensity Texture	colorMultiplier	✓
	Transparency	transparency	✗
	Transparency Texture	transparency	✗
	Emit On Back Side	doubleSided	✗
	Compensate EV	compensateExposure	✗
	Color*Opacity	multiplyByOpacity	✗
	Mode: Multiply Blend amount	 **TexCombineColor**/color **TexCombineColor**/texture_multiplier	 ✓ ✓
	Color	**TexCombineColor**	✓
	Intensity	**TexCombineColor**	✓
	Transparency	**TexCombineColor**	✗
	Bump	**BRDFBump**	
	Base	base_brdf	✓
	Mode/Map: Bump Map Bump Texture Channel Normal Map	 **BRDFBump**/bump_tex_color **BRDFBump**/bump_tex_color **BRDFBump**/bump_tex_color	 ✓ ✓ ✓
	Amount	**BRDFBump**/bump_tex_mult	✓
	Amount Texture	**BRDFBump**/bump_tex_mult_tex	✗

	Delta Scale	**BRDFBump**/bump_delta_scale	✗

Maps

	Native Name	V-Ray Plugin Name	Support	Note
	Bulge	**TexBulge**	✓	Not supported in bump mapping
	Checker	**TexChecker**	✓	Not supported in bump mapping
	Cloth	**TexCloth**	✓	Not supported in bump mapping
	Grid	**TexGrid**	✓	Not supported in bump mapping
	Leather	**TexLeather**	✓	Not supported in bump mapping
	Tiles	**TexTiles**	✓	Not supported in bump mapping
	UVW	**TexUVW**	✓	
	Water	**TexWater**	✗	
	Cellular	**TexCellular**	✓	Not supported in bump mapping
	Granite	**TexGranite**	✓	Not supported in bump mapping
	Marble	**TexMarble**	✓	Not supported in bump mapping
	Noise A	**TexNoise**	✓	Not supported in bump mapping

	Noise B	**TexNoiseMax**	✓	Not supported in bump mapping
	Rock	**TexRock**	✓	Not supported in bump mapping
	Smoke	**TexSmoke**	✓	Not supported in bump mapping
	Speckle	**TexSpeckle**	✓	Not supported in bump mapping
	Splat	**TexSplat**	✓	Not supported in bump mapping
	Stucco	**TexStucco**	✓	Not supported in bump mapping
	Bitmap	**TexBitmap**	✓	
	Color	**TexAColor**	✓	
	Gradient	**TexRamp**	✓	Not supported in bump mapping
	Sky	**TexSky**	✗	
	Temperature	**TexTemperature**	✗	
	Curvature	**TexCurvature**	✗	
	Dirt	**TexDirt**	✗	
	Egdes	**TexEdges**	Partial	'Color' parameters only Not supported in bump mapping
	Falloff	**TexFalloff**	✓	Not supported in bump mapping

	Fresnel	**TexFresnel**	✅	Not supported in bump mapping
	Color Correction	**ColorCorrection**	✅	Not supported in bump mapping
	Bezier Curve	**TexBezierCurveColor**	✅	Not supported in bump mapping
	Mix (Map)	**TexMix**	✅	Not supported in bump mapping
	Mix (Operator)	**TexCompMax**	✅	Not supported in bump mapping
	Mix (Value)	**TexBlend**	✅	Not supported in bump mapping
	Multi-Sub	**TexMulti**	✅	Not supported in bump mapping
	Simple Mix	**TexCombineColor**	✅	Not supported in bump mapping
	Spline Curve	**TexRemap**	✅	Not supported in bump mapping
	Tri-Planar	**TexTriPlanar**	✅	Not supported in bump mapping
	UVW Placement		✅	
	Distance		❌	

Footnotes

1 – Opacity is rendered the same way a clipper is rendered - it is either transparent or opaque. Mid-opacity is not supported.