

Textures

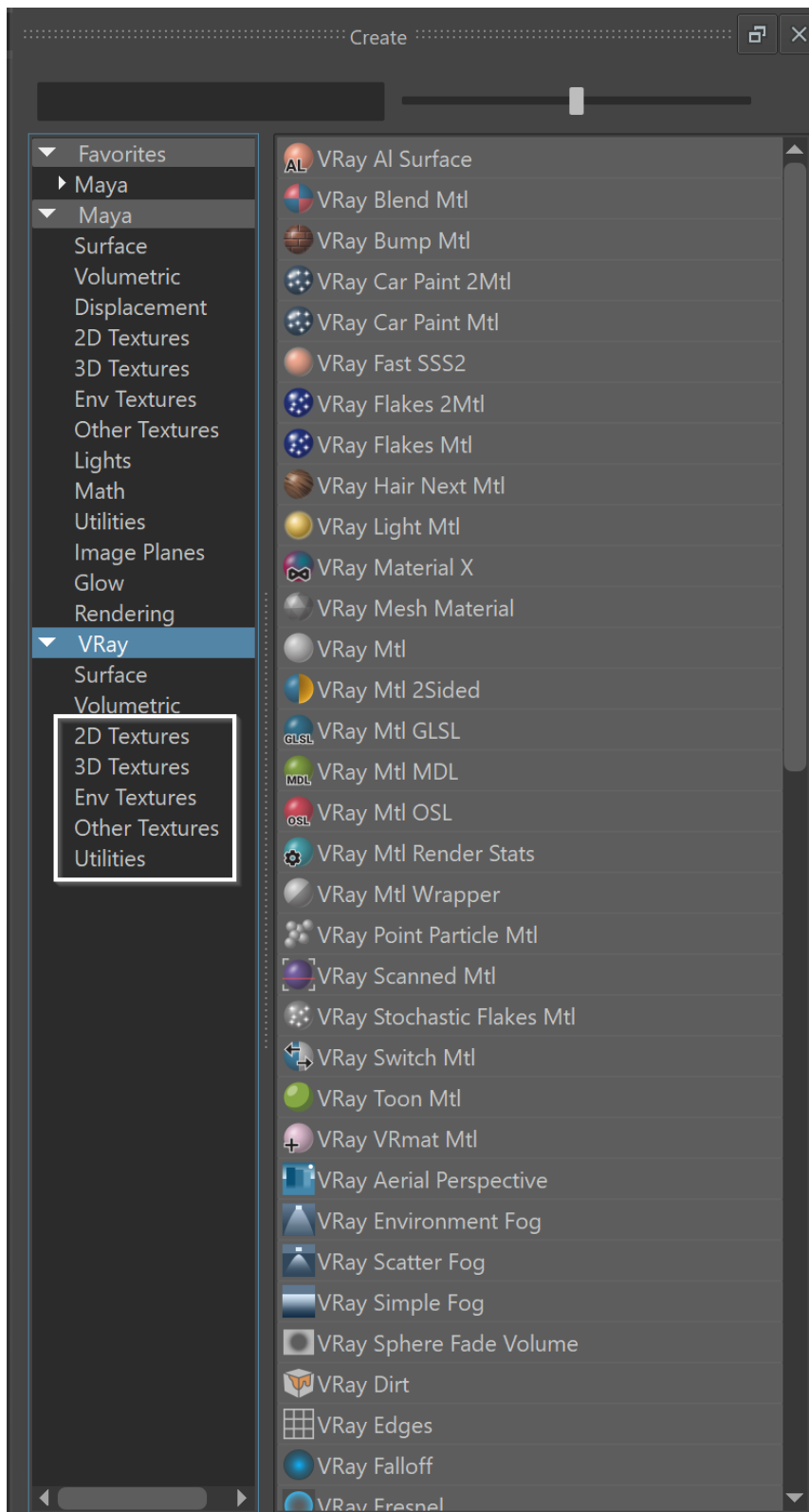
This section contains links to Textures found in V-Ray for Maya.

Overview

V-Ray for Maya adds a number of textures specifically for use with V-Ray. See the links below for more information on specific Textures.

V-Ray textures appear in all the areas of the user interface where standard Maya textures appear. They can be used with both V-Ray materials and standard Maya materials. The textures are organized within sub-groups to make them easier to find.

UI Path: ||Hypershade|| > Create panel > VRay section





V-Ray Textures

2D Textures

The textures in this group use a place2dTexture node to translate the UV coordinates to the texture. For more details about the textures in this group, please see the [2D Textures](#) sub-section.





3D Textures

The textures in this group use a place3dTexture node to translate the coordinates to the texture. For more details about the textures in this group, please see the [3D Textures](#) sub-section.



Environmental Textures

The textures in this group are used for generated environments. For more details about the textures in this group, please see the [Environmental Textures](#) sub-section.



Other Textures

The textures in this group add extra functionality for surfacing objects without requiring UVs. For more details about the textures in this group, please see the [Other Textures](#) sub-section.



Utility Textures

The textures in this group provide extra utilities to drive materials. For more details about the textures in this group, please see the [Utility Textures](#) sub-section.



External V-Ray Tools for Texture tasks

V-Ray comes with additional utilities to assist with texture creation, including a converter for creating tiled EXRs. The [Image to Tiled Multiresolution EXR Converter](#) can convert a number of image formats to .exr files in OpenEXR format. This tool is common to all versions of V-Ray.

Texture Tips

See these pages for tips on texture usage:

- [File Names for Bitmap Textures](#) - Explains the options for file name extensions to direct the use of the texture file in V-Ray.
- [Tiled OpenEXR and TIFF Files](#) - Discusses the use of OpenEXR (.exr) and TIFF (.tx, .tex) files for MIP mapping, including displacement.