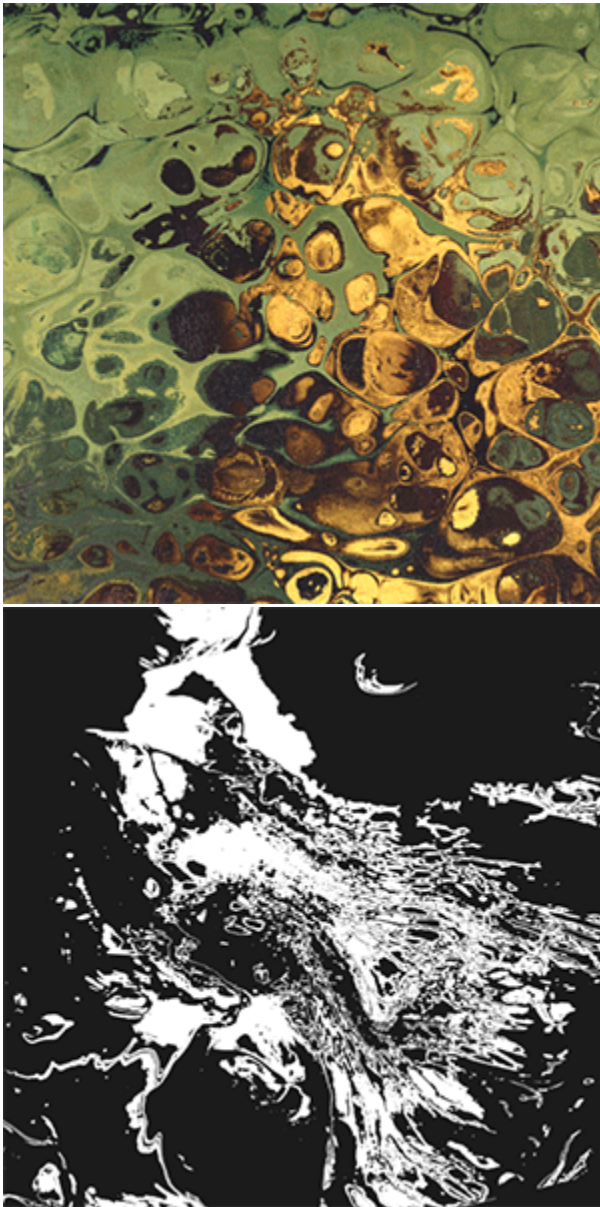


Remap an Image Using UV Coords

synopsis



This simple tutorial shows how to remap an image using the 'UV Coords' attribute of the [Image](#) shader to produce an abstract patterned distortion effect. Further examples can be found [here](#).

standard surface

- Start by assigning a **Standard Surface** shader to a poly plane.
- Increase the *Emission* of the Standard Surface to 1. Decrease the *Base* and *Specular Weights* to 0.
- Connect an **Image** shader to the *Emission Color* and add a file texture to the *Image Name*. In this case, we have used the beautiful Mona Lisa.



utility

- Connect a **Utility** shader with a *Flat Shade Mode* and a *UV Color Mode* (via an **Add** shader) connected to the image shaders *UV coords*.
- Add a **Noise** shader as an offset to the input 2 of the Add shader.

You can also add a **uv_transform** shader after the image for extra controls. You could also add a **Range** shader to further control the distortion effect.

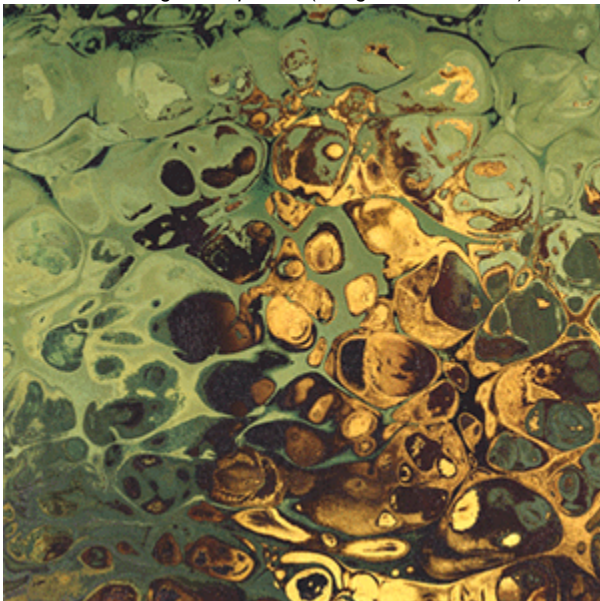
image

Image: UV Coordinates

In the *UV Coordinates* of the Image shader, there are controls for further changing the position of the texture map. When animated, this can produce some interesting results:

Offset
U Offset V

- Animating the *Exposure* (using a **Color Correct**) connected to the texture used to distort the Image shader will produce the final result.



Exposure (-10 to 0)

