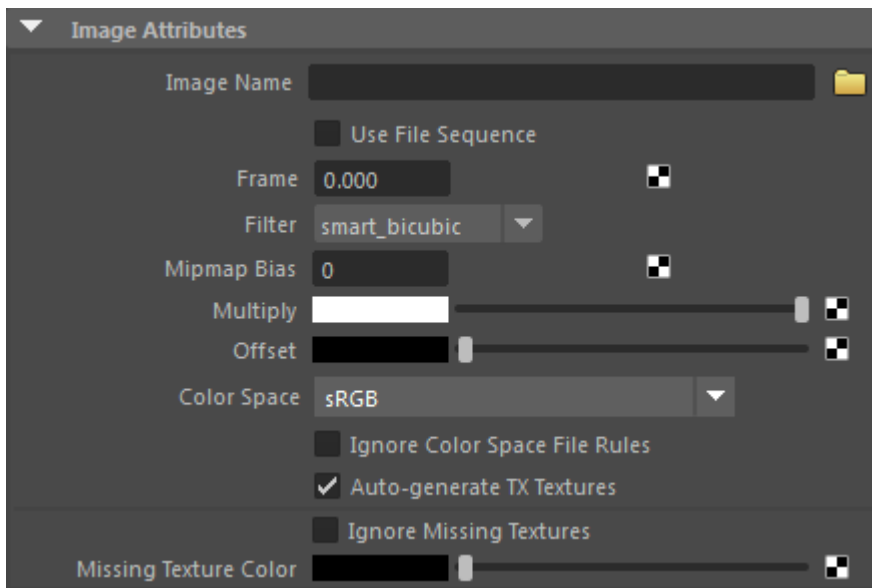


Ai Image



The *image* node is a color shader that performs texture mapping using a specified image file. You can control the position, size, and rotation of this frame on the surface. You can control how the texture is tiled within the frame using the *scale UV*, *flip*, *wrap*, and *swap* attributes.

If you want to use tiled textures other than UDIM or specific Maya tokens, you need to use the Maya file.

Image Name

The image filename. UDIM token functionality is supported. For efficiency reasons, UDIM substitution is not supported if image.filename is linked.

Use File Sequence

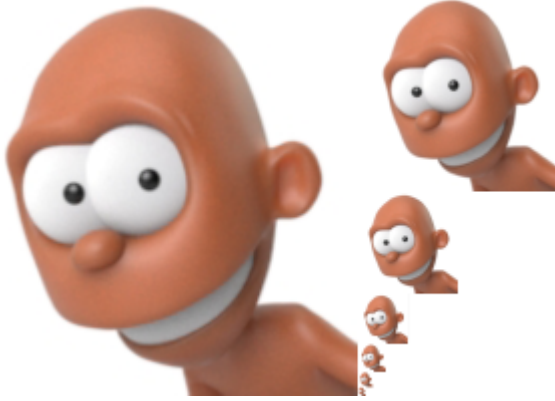
Uses a sequence of image files as an animated texture when rendering. Disabled by default.

Filter

Texel interpolation method used to filter the rendered image file. The options are *closest*, *bilinear*, *bicubic*, *smart_bicubic*, and the default is *smart_bicubic*. Cubic is slower but smoother, closest is faster but looks blocky when magnified.

Mipmap Bias

Mip-Mapping Bias offsets the computed Mip-Map level from which the image is sampled. A negative value will force a larger Mip-Map level (clearer image); a positive value will force a smaller Mip-Map level (blurrier image).



An example of mipmap image storage.

The first image on the left is shown with filtered copies reduced in size.



0 (default)



5

Multiply

Multiplies the image by a constant.



White (default)



Blue

Offset

Uniformly darkens or lightens the texture.



0 (default)



0.75

Color Space

The colorspace to use for linearization when automatically generating .tx textures. You can specify which color space the texture is assumed to be in. Built-in values are `linear`, `sRGB` and `Rec709`. The default value 'auto' will use `sRGB` for integer (8 or 16 bit) formats and `linear` otherwise.

Ignore Color Space File Rules

Determines whether the color space attribute should be set when color management color space file rules are run.

Auto-Generate TX Textures

A toggle to disable auto-generation of .tx textures. More information can be found [here](#).

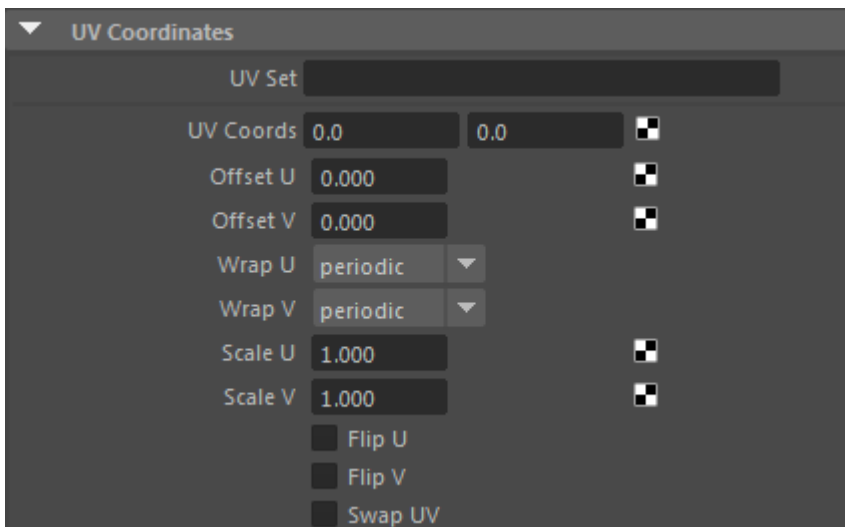
Ignore Missing Textures

If the file corresponding to a UDIM tile is not found then by default, the render will give an error and not progress. If this option is checked, then it will not give an error and display the 'missing texture color' instead.

Missing Texture Color

Returns the chosen color when the UVs are out of the [0,1] range.

UV Coordinates



UV Set

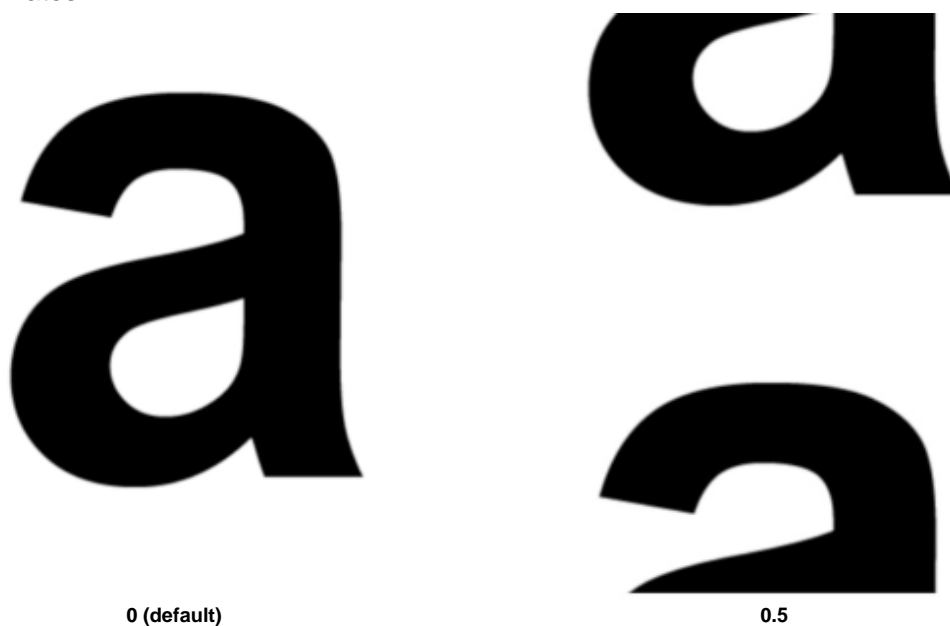
A string with the name of the UV set to use to sample the image. By default, when the uvset parameter is empty, the primary UV set in the polymesh will be used. Example: If you have created a UV set in a polymesh node called "UVset2", then you can use it by setting the uvset parameter to "UVset2".

UV Coords

If uv coords are linked to a shader, the evaluation of the parameter will be used as the UV coordinates to sample the image, instead of the polymesh ones. Texture derivatives are not computed in this scenario, destroying texture mapping performance, especially in scenes with many, high-resolution textures.

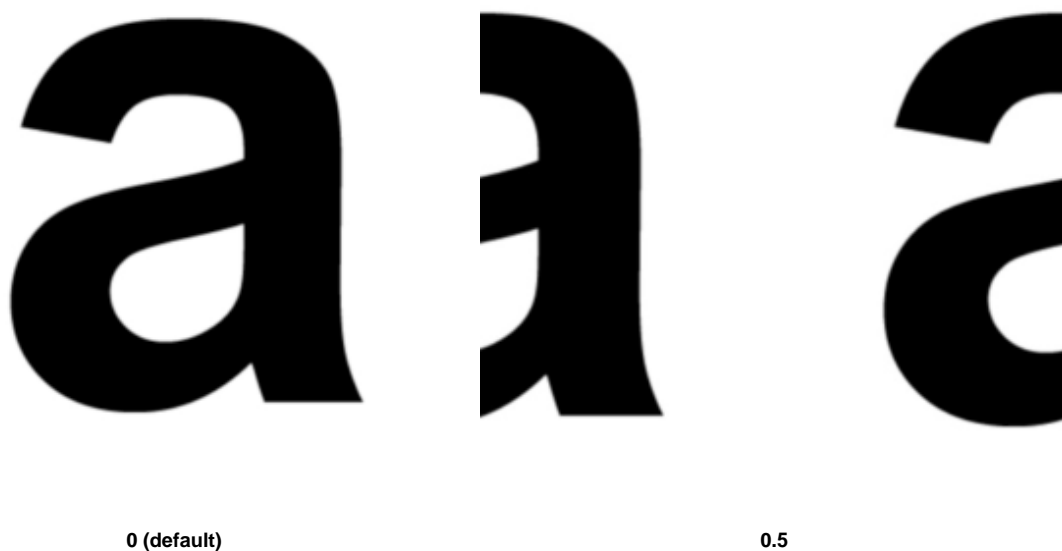
Offset U

Offsets the image in the U direction. This offset takes place before scaling, flipping, or swapping of the S and T coordinates.



Offset V

Offsets the image in the V direction. This offset takes place before scaling, flipping, or swapping of the S and T coordinates.

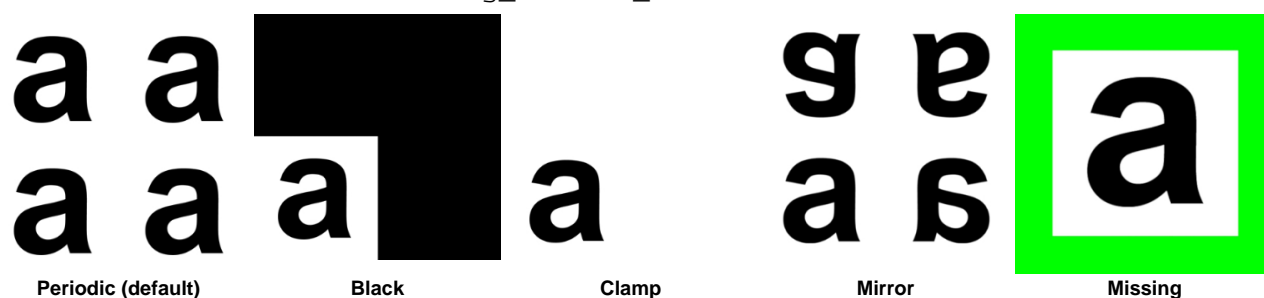


Wrap U

Controls how a texture repeats in the U direction on a large surface. Choose between periodic, black, clamp, mirror and file. The default wrap mode is 'periodic'. The default wrap mode for tiles (UDIM, etc) is 'mirror'. See below.

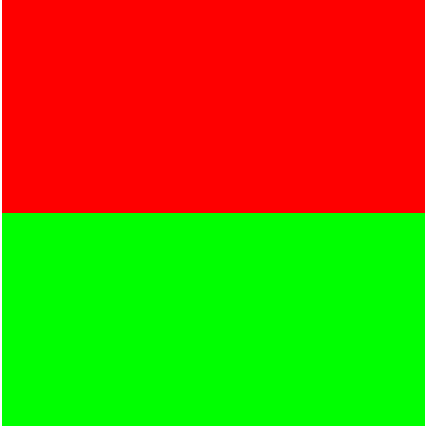
Wrap V

Controls how a texture repeats in the V direction on a large surface. Choose between *Periodic*, *Black*, *Clamp*, *Mirror* and *File*. The default wrap mode is *Periodic*. The default wrap mode for tiles (UDIM, etc) is *Mirror*. The *Missing* wrap mode works similarly to *Black*, however, lookups to the `image` shader that are outside of the texture will use the `missing_texture_color`.

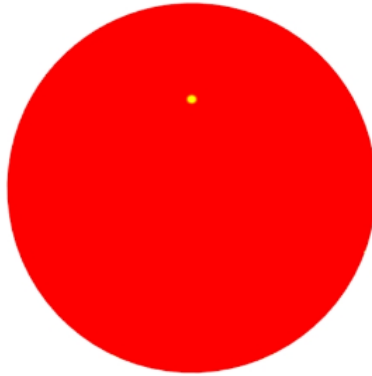


File wrap mode uses the wrap setting encoded in the file itself (only applies to OpenEXR files). This is useful to preserve information about how a texture should wrap without manual correction afterward. In certain cases, 'file' mode can prevent edges. For that, to work you will need to make the correct choice when you generate mipmaps with 'maketx'.

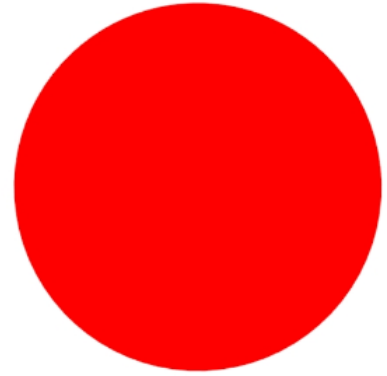
The example below shows an OpenEXR file used as a lat-long skydome that has the file wrap modes set to 'periodic, clamp'. Generating mip maps with this mode prevents artifacts at the sphere poles. When you leave wrap modes with their default values (periodic, periodic), you can see a dot at the top of the sphere. However, if you set wrap modes to 'file' (and use a file that has the correct wrap modes in the metadata), the dot will no longer be visible.



OpenEXR file that has the file wrap modes set to 'periodic, clamp'



Wrap: Periodic (artifact visible at pole of sphere)



Wrap: File (artifact is gone)

Scale U

Scales the image.

Scale V

Scales the image.



Scale U: 1, Scale V: 1 (default)



Scale U: 2, Scale V: 2

Flip U

Flip (mirror) the image in the horizontal direction.

A large, bold, black lowercase letter 'a' in a serif font, representing the default state.

Disabled (default)

A large, bold, black lowercase letter 'a' that has been mirrored horizontally, appearing as a mirror image of the first 'a'.

Enabled

Flip V

Flip (mirror) the image in the vertical direction.

A large, bold, black lowercase letter 'a' in a serif font, representing the default state.

Disabled (default)

A large, bold, black lowercase letter 'a' that has been mirrored vertically, appearing as a mirror image of the first 'a'.

Enabled

Swap UV

Swaps the axes.



Disabled (default)



Enabled

Pepe model by Daniel M. Lara (Pepeland).