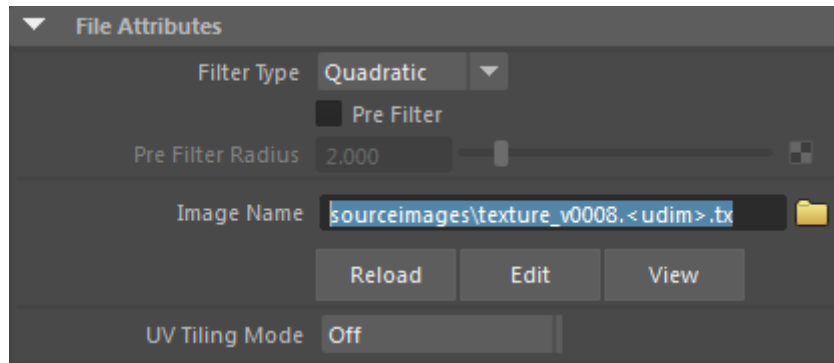
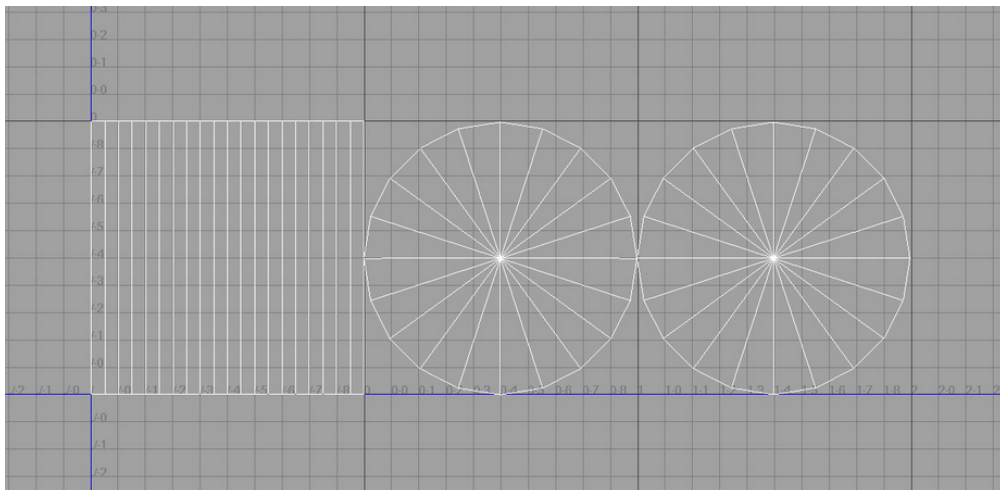


## <udim>



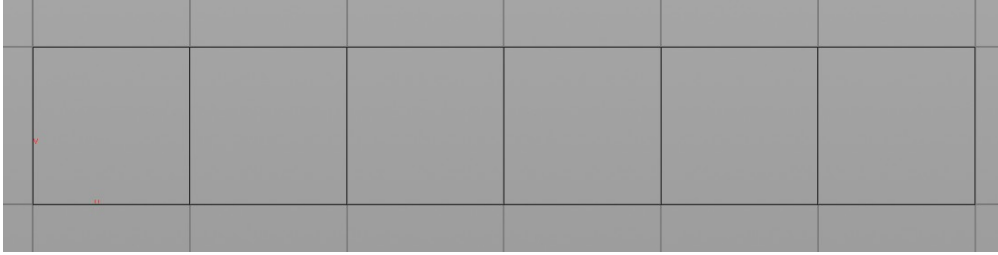
Texture file node with the <udim> tag

**i** A tutorial that shows how to use the UDIM texture token can be found [here](#).



A cylinder with its side in  $u_0,v_0$ , base in  $u_0,v_1$ , and top in  $u_0,v_2$

UDIM values are a way of representing the integer coordinates of a texture, from the coordinates of its bottom-left corner in UV space. This way, multiple textures can be used to cover a model, rather than a single, much larger, texture.



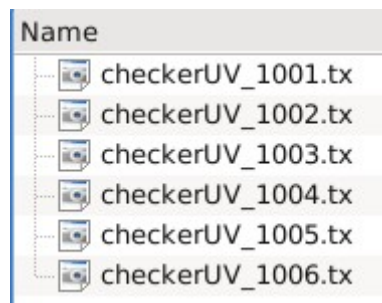
Faces of a cube unwrapped in u0,v0, to u0,v5,

It is a 4 digit number starting at 1001, created using the formula,  $1001 + u + (10 * v)$

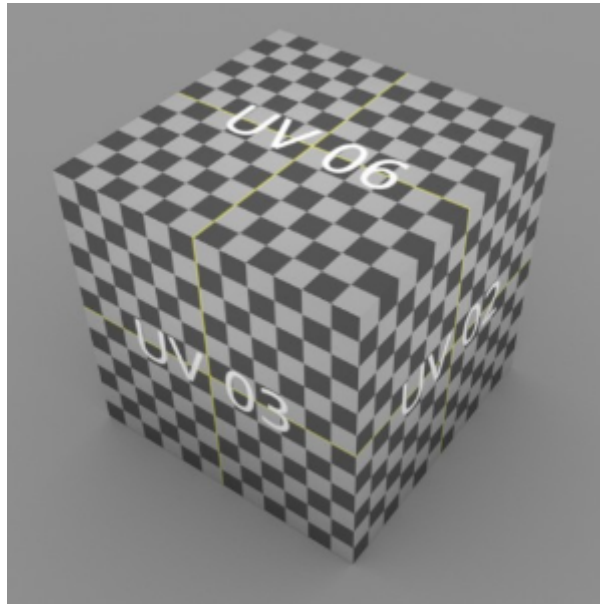
In the example above the side would be 1001, base 1002, and top 1003.

To use this method in your file inputs, use the <udim> tag in the file name, which is then replaced with the appropriate number.

texture.<udim>.exr will be read as texture.1001.exr when looked up for rendering.



texture\_<udim>.tx will be read as texture\_1001.tx when looked up for rendering.



✔ Check out Ben Neall's [page](#) for a clear description of UDIM numbering.

ⓘ Ensure that you use absolute path names when using the <udim> file token. For example:

```
'textures\my_colours.<udim>.tif'
```

becomes:

```
'C:\Users\Documents\projects\Udim\textures\my_colours.<udim>.tif'
```