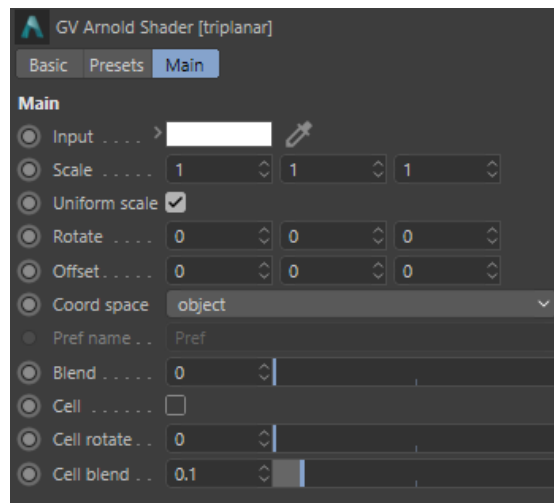


Triplanar



It allows you to quickly map a texture without using a UV map, by projecting it from all six sides.



Input

This is where you connect an image or another texture node.

Scale

Scales the image.

Rotate

Controls how much the texture is rotated within the texture frame.

Offset

Offsets the image in the UVW directions.

Coord Space

Specifies the coordinate space to use. These include *World*, *Object*, and *Pref* coordinates. *Pref* is short for 'vertex in reference pose'. The plugin can pass these vertices to Arnold (in addition to the regular, deformed vertices) which can, in turn, be queried by the noise shader so that the noise 'sticks' to the reference pose and does not swim as the mesh deforms.

- **Object Space:** where points are expressed relative to the local origin (center) of the object.
- **World Space:** where points are relative to the global origin of the scene.
- **Pref:** which isn't really a space, but rather a reference to a bind pose (note Pref does not work with NURBS surfaces).

Pref Name

Specify the name of the reference position user-data array. Previously, the name was hard-coded as "Pref", which is still the default.

Blend

Blends together the projected textures from each side smoothly.



0 (default)

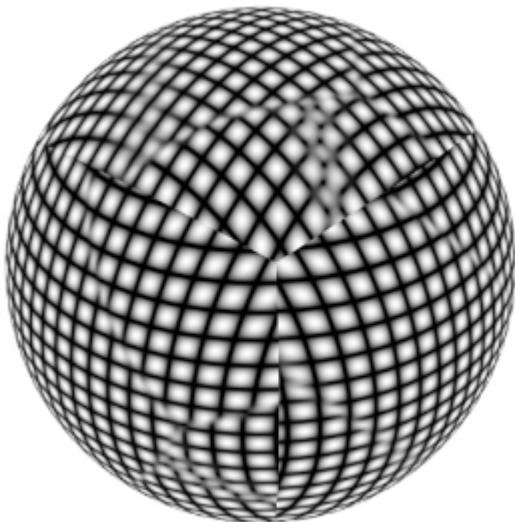


0.5

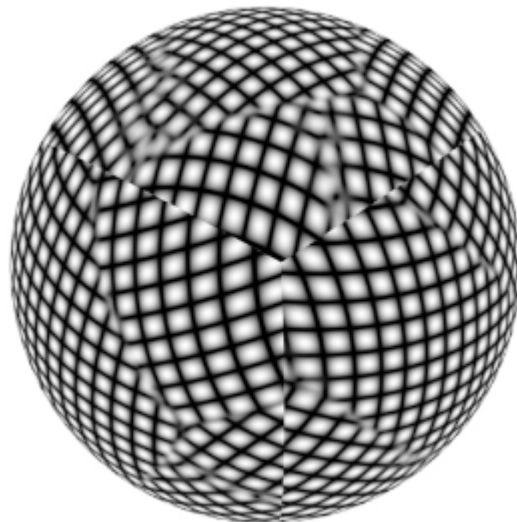
Cell

Cell Rotate

Controls rotation of the randomization.



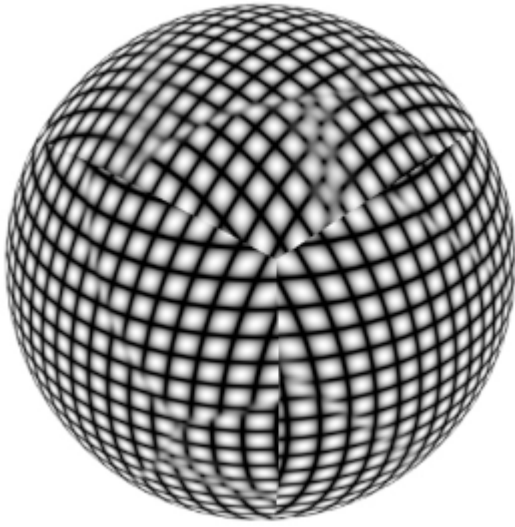
0 (default)



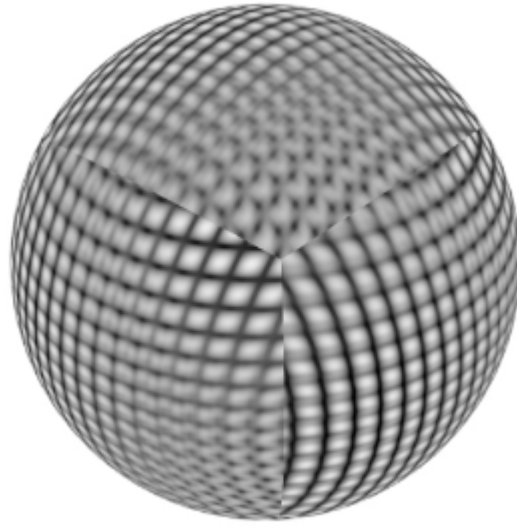
90

Cell Blend

Controls the blending width.



0



0.5

