

Bitmap

The 3ds Max *Bitmap* shader is fully implemented as a special wrapper shader around the Arnold *image* shader. The wrapper shader takes care of all the coordinate system transforms (before using *image*) as well as all the color modification features on the *Output* rollout (after using *image*).

The Arnold implementation has the following limitations

- *Filtering* has no effect. Arnold will always use its internal filters.
- Only bitmap formats natively supported by Arnold will work.
- The effect of the *Blur* settings may appear different



Unless you need to take advantage of the *Bitmap*'s advanced parameters, it is strongly suggested that you use the Arnold *image* node instead. In addition to the above limitations, the wrapper can add many auxiliary nodes to support the *Bitmap* parameters that do not have an equivalent in the Arnold node. This can have a severe impact on rendering time.

Consult the 3ds Max manual, for details on how all of the parameters work.

Viewport

Coordinates

Texture Environ Mapping: Explicit Map Channel

Show Map on Back Map Channel: 1

Use Real-World Scale

Offset	Tiling	Mirror Tile	Angle
U: 0,0	1,0	<input type="checkbox"/> <input checked="" type="checkbox"/>	U: 0,0
V: 0,0	1,0	<input type="checkbox"/> <input checked="" type="checkbox"/>	V: 0,0
			W: 0,0

UV VW WU

Blur: 1,0 Blur offset: 0,0 Rotate

Noise

Bitmap Parameters

Bitmap: d:\downloads\eagle-viewport.png

Reload

Filtering

- Pyramidal
- Summed Area
- None

Mono Channel Output:

- RGB Intensity
- Alpha

RGB Channel Output:

- RGB
- Alpha as Gray

Cropping/Placement

Apply View Image

- Crop Place

U: 0,0 W: 1,0

V: 0,0 H: 1,0

Jitter Placement: 1,0

Alpha Source

- Image Alpha
- RGB Intensity
- None (Opaque)

Premultiplied Alpha