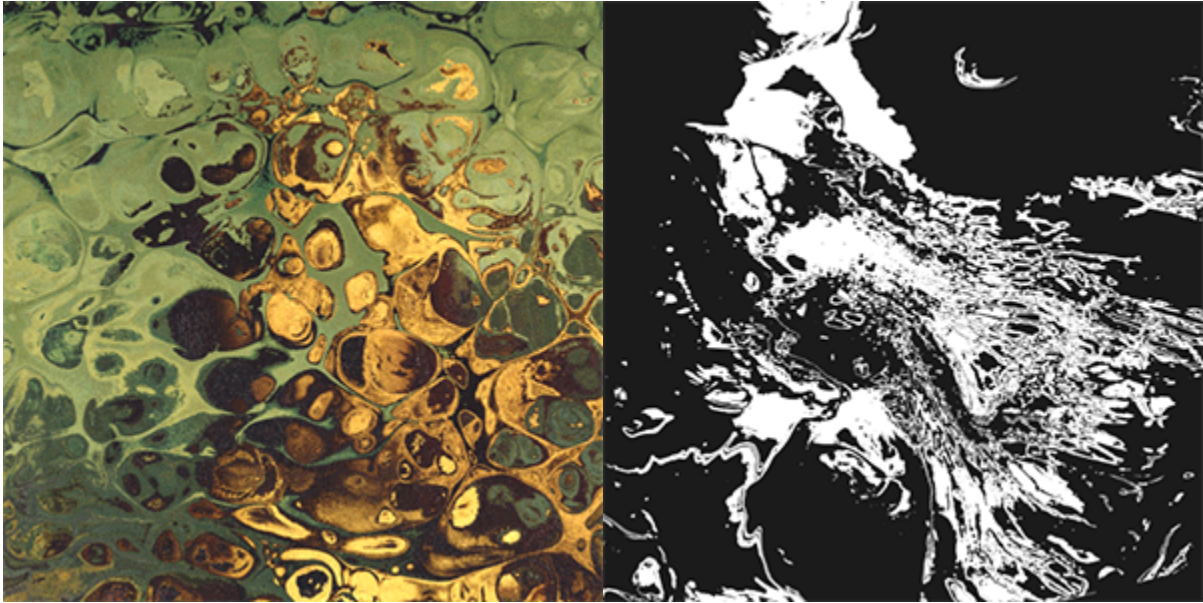


Remap an Image Using UV Coords



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](#).

A scene file can be downloaded [here](#).

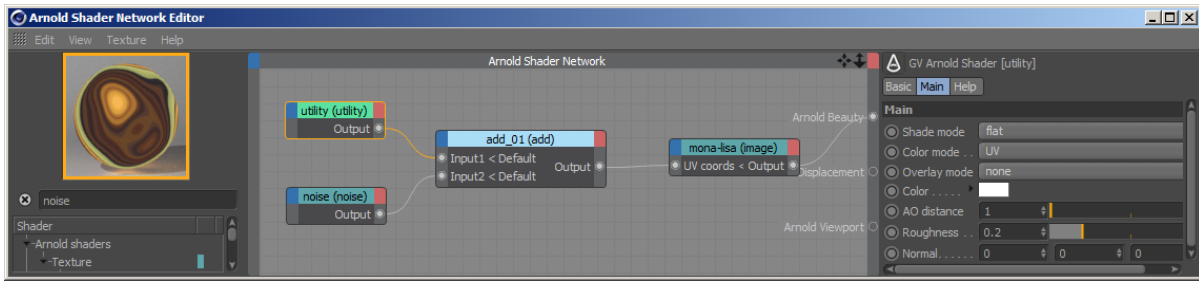
- Start by assigning a *standard_surface* shader to a poly plane.
- Increase the *emission* of the *standard_surface* to 1. Decrease the *base_weight* and *specular_weight* to 0.
- Connect an *image* shader to the *emission_color* and add a file texture to the *image_name*. In this case, we have used the beautiful Mona Lisa.



- 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.



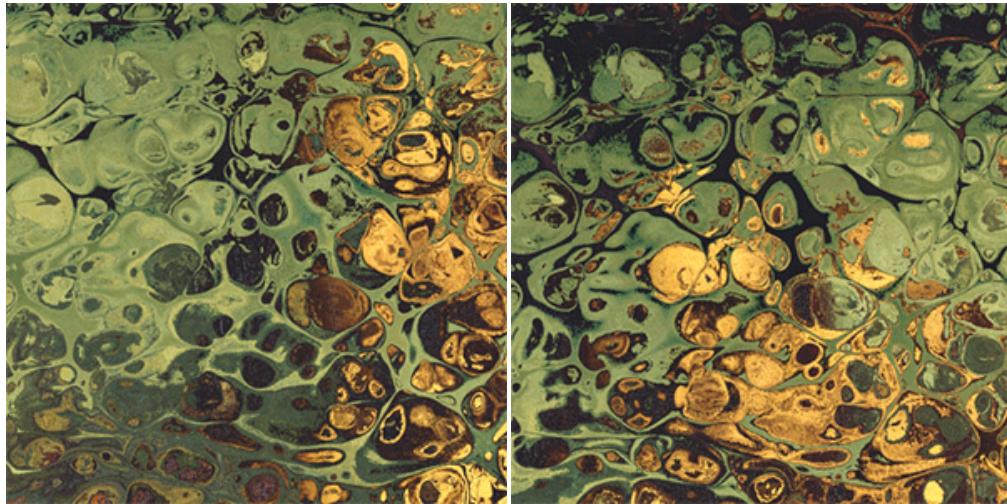
You can also add a *uv_transform* shader after the image for extra controls. You could also add a *range* shader to further control the distortion effect.



Final shading network

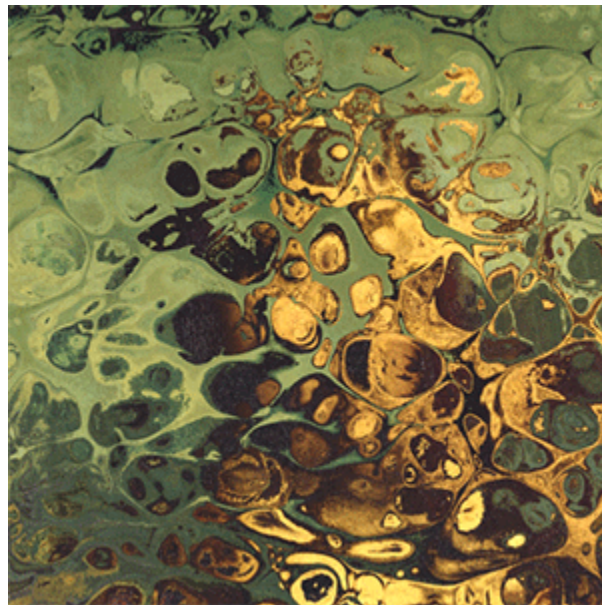
Image: UV Coordinates

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 (left). Offset V (right).

- 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)