

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.

