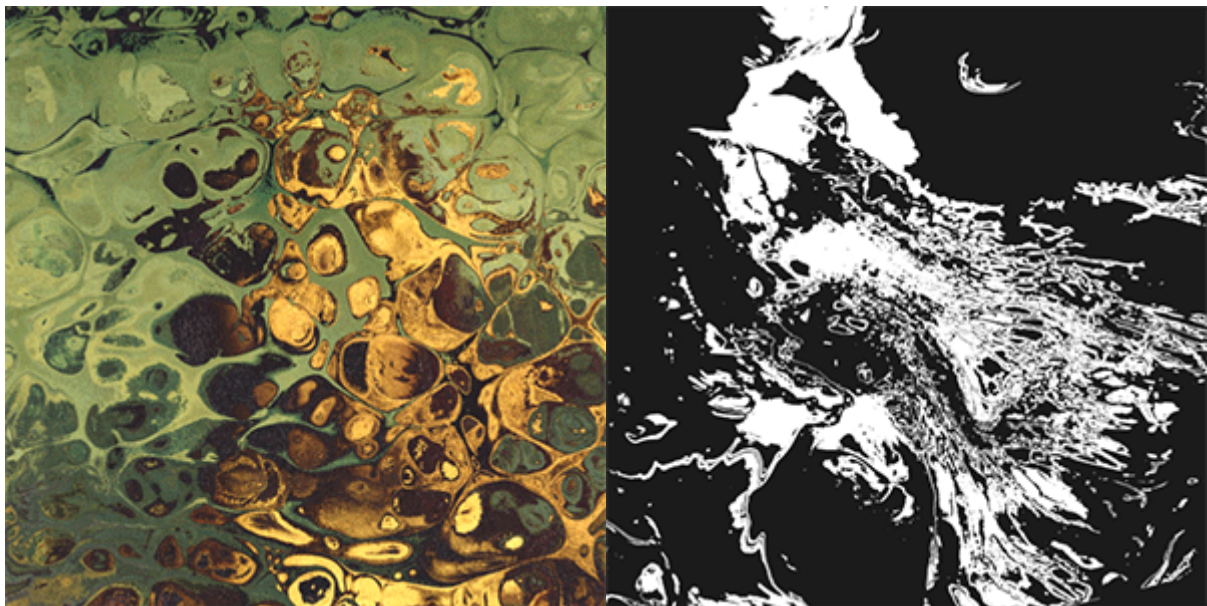


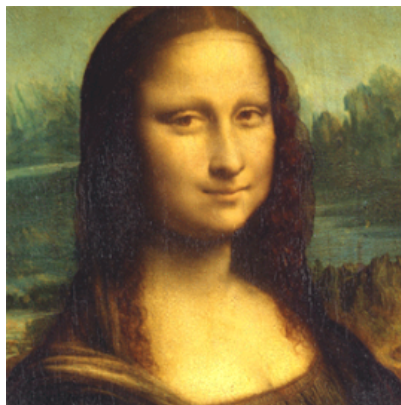
## Remap an Image Using UV Coords



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](#).

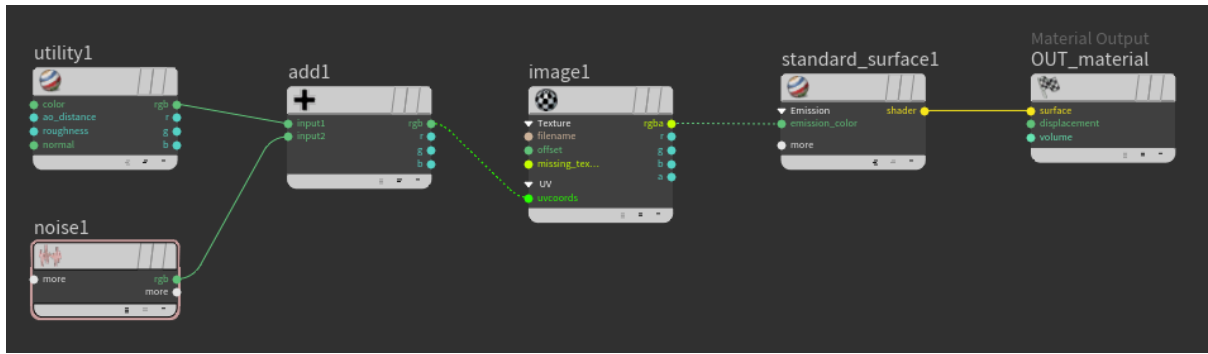
- Start by assigning a *standard\_surface* shader to a poly plane.
- Increase the *emission* of the *standard\_surface* to 1. Decrease the *base\_weight* and *specular\_weight* to 0.
- Connect an *image* shader to the *emission\_color* and add a file texture to the *image\_name*. In this case, we have 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.



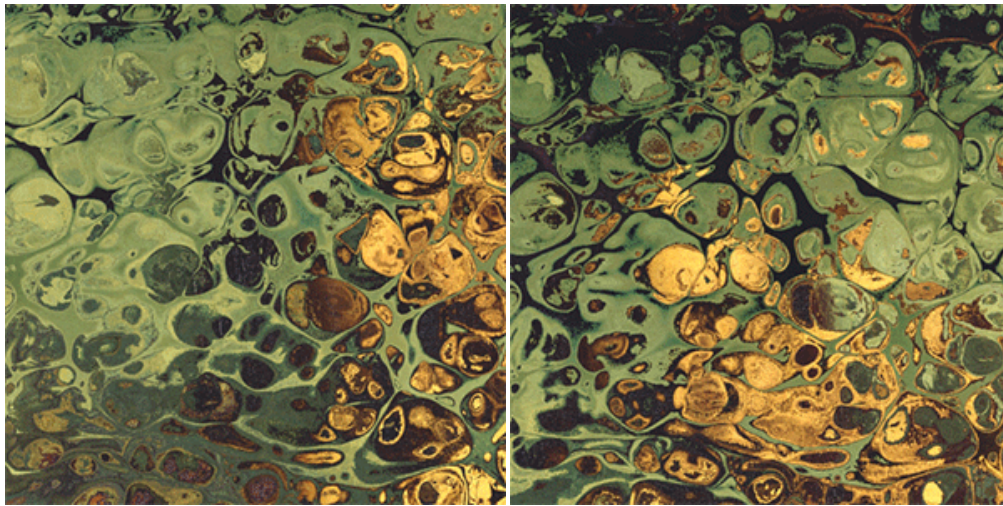
You can also add a *uv\_transform* shader after the image for extra controls. You could also add a *range* shader to further control the distortion effect.



Final shading network

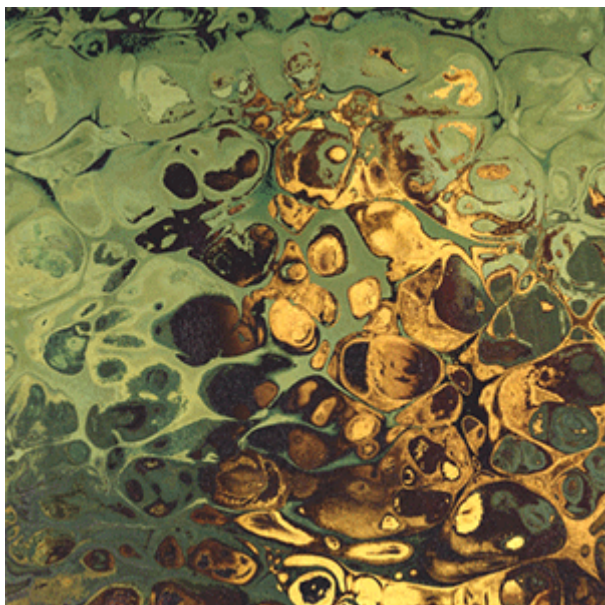
### Image: UV Coordinates

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)