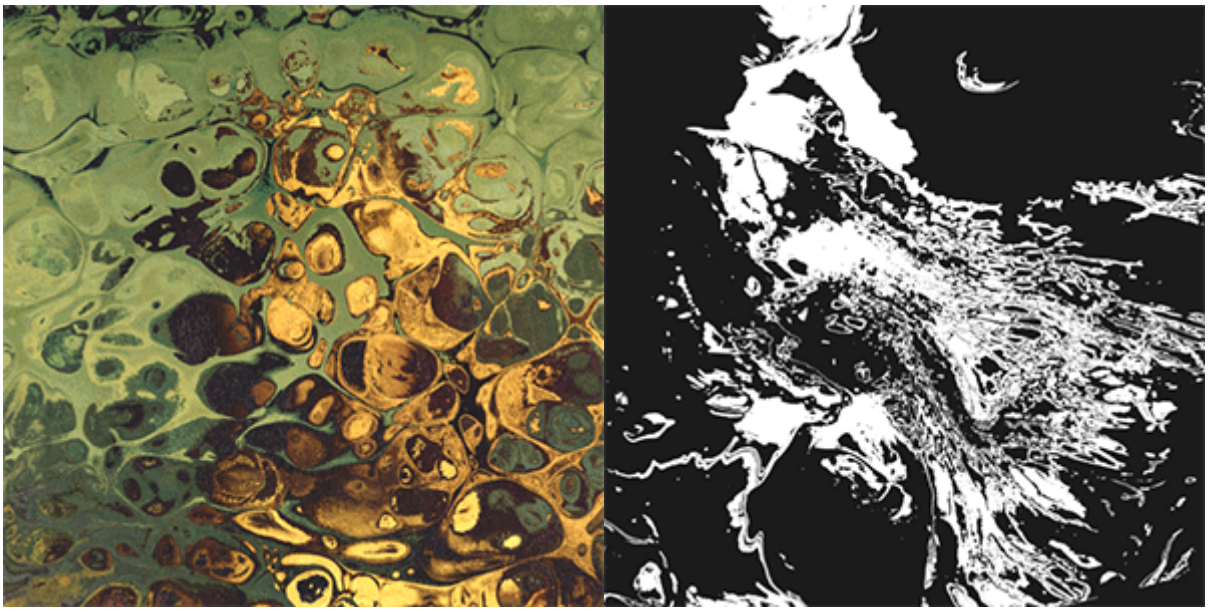
Remap an Image Using UV Coords



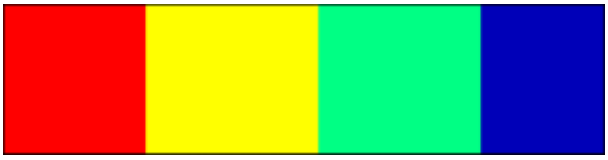
This simple tutorial shows how to remap an image using the *uv_coords* attribute of the *image* shader to produce an abstract patterned distortion effect. Further examples can be found here.

A video tutorial 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.

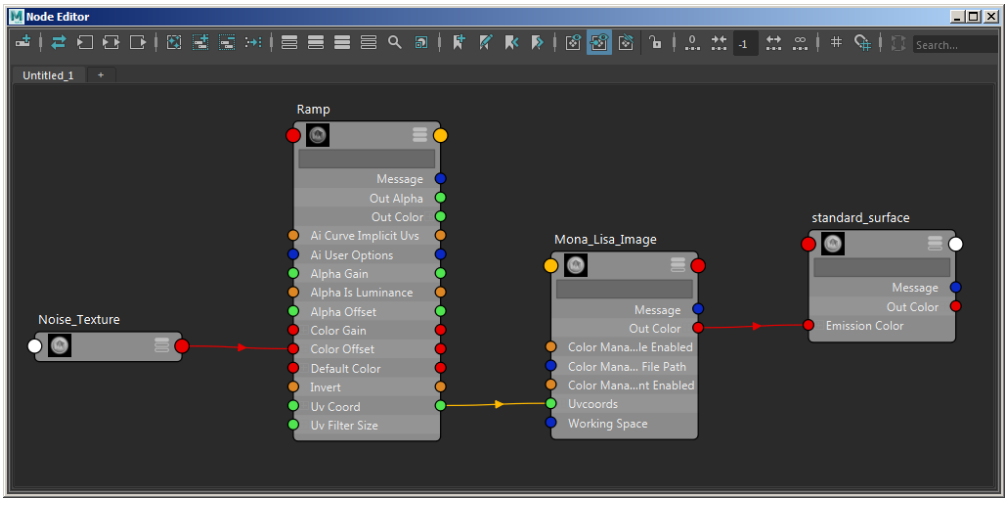
- Create a *rampRGB* texture and connect it to the *UV_coords* of the *image* shader. Connect the *u_coord* of the ramp to the *uvcoordsY* of the *image* shader. Connect the *v_coord* of the *rampRGB* to the *uvcoordsX* of the *image* shader.
- Change the ramp type to *Four Corner Ramp.*
- Create four different colors for the ramp: red, yellow, green, and blue.



You can change how the image is remapped by adjusting the HSV values of the ramp.

- Connect a file or *noise* shader to the *color_offset* of the *rampRGB*. This will drive the distortion effect.

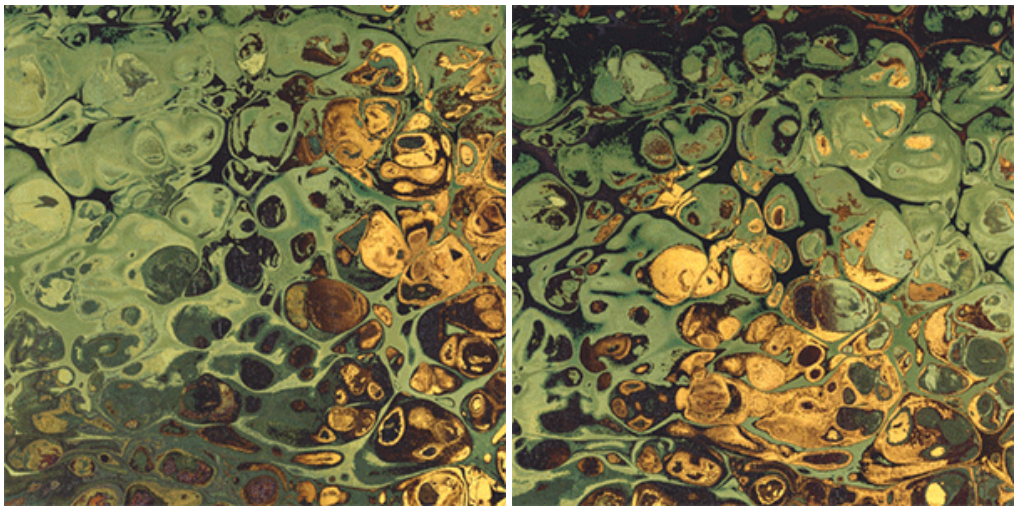
You could also add a *range* or *remap* shader in between the file texture and the ramp to further control the effect.



Final shading network

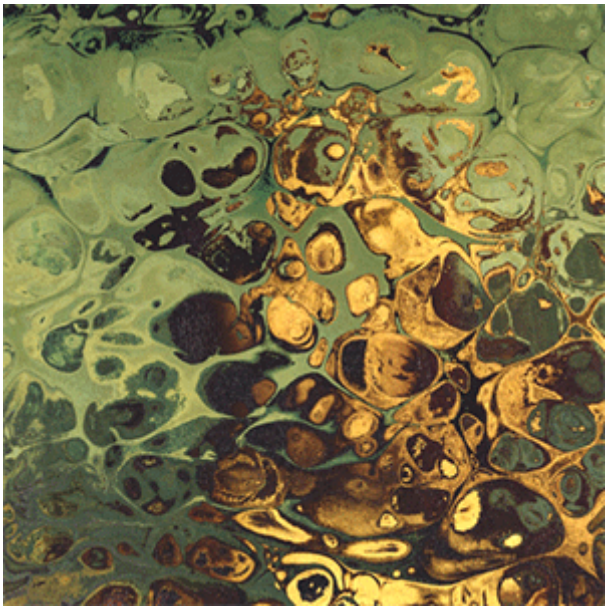
Image: UV Coordinates

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)