

Configuração Tapetes v-ray fur

MÉTODO LEV



V-Ray Asset Editor

V-Ray Fur1

VRayFur

Main

Distribution Per Area

Count (Area) 100

Density Map

Length 2

Thickness 0,03

Taper 0,9

Gravity -3

Bend 0,5

Global Scale 1

Knots 5

Variance

Direction 0,4

Length 0,2

Thickness 0,2

Gravity 0,3

Bend Direction Map TexBitmap

Initial Direction Map

Curl

Level of detail

Start Distance 30

Rate 1000

Material

Options



V-Ray Asset Editor

VRayFur

Main

Distribution Per Area

Count (Area) 3000

Density Map

Length 0,35

Thickness 0,005

Taper 0,1

Gravity -4,5

Bend 0,5

Global Scale 1

Knots 5

Variance

Direction 0,4

Length 0,2

Thickness 0,2

Gravity 0,3

Bend Direction Map

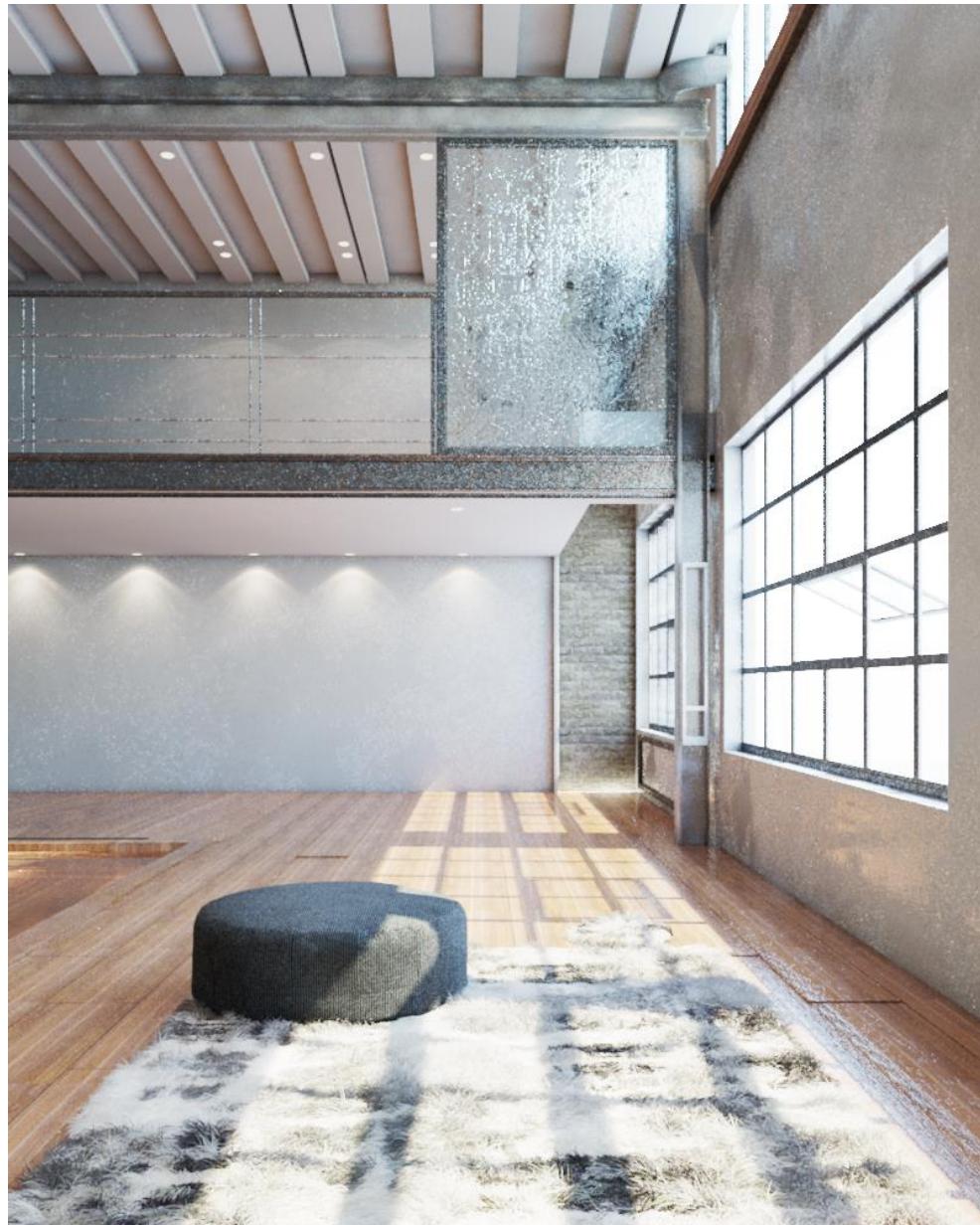
Initial Direction Map

Curl

Level of detail

Material

Options



V-Ray Asset Editor

VRayFur

Main

Distribution Per Area

Count (Area) 100

Density Map

Length 3

Thickness 0,07

Taper 0,9

Gravity -3

Bend 0,5

Global Scale 1

Knots 5

Variance

Direction 0,4

Length 0,2

Thickness 0,2

Gravity 0,3

Bend Direction Map TexBitmap

Initial Direction Map

Curl

Curl Radius 0,4

Curl Radius Variation 0,2

Number of Curls 3,8

Curl Map

Level of detail

Start Distance 1000

Rate 1000

Material None

Options



V-Ray Asset Editor

SectionPlane V-Ray Fur

Main

Distribution Per Area

Count (Area) 200

Density Map

Length 0,5

Thickness 0,02

Taper 0,9

Gravity -4,5

Bend 0,5

Global Scale 1

Knots 5

Variance

Direction 0,4

Length 0,2

Thickness 0,2

Gravity 0,3

Bend Direction Map

Initial Direction Map

Curl

Level of detail

Material

Material /spec_#000000_39_Material#21...

Options

This screenshot shows the V-Ray Asset Editor interface, specifically the "V-Ray Fur" settings panel. It includes various parameters for fur distribution and variance, along with material and options settings. The "Main" section is currently active, showing parameters like Count (Area), Length, Thickness, Taper, Gravity, Bend, Global Scale, and Knots. The "Variance" section contains parameters for Direction, Length, Thickness, and Gravity. There are also sections for "Curl" and "Level of detail". The "Material" section is set to a specific material path, and the "Options" section is expanded at the bottom.