

# Textures

This page provides an overview of Textures in V-Ray for Nuke.

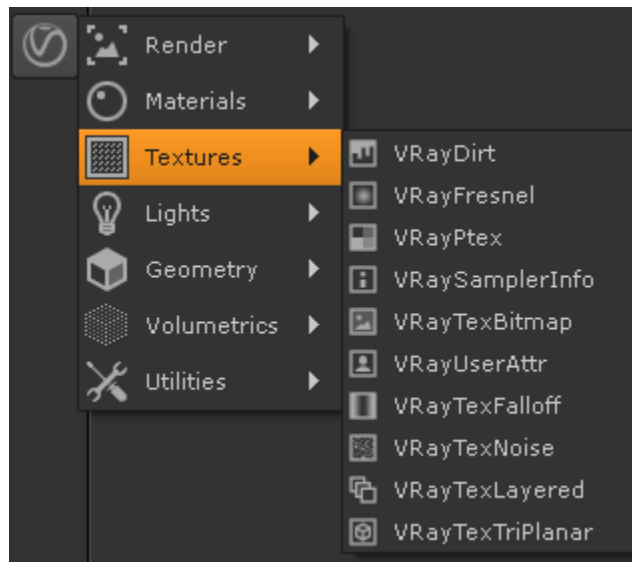
## Overview

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V-Ray for Nuke adds a number of textures specifically for use with the V-Ray renderer.

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UI Path: ||Toolbar|| > **V-Ray menu icon** > **Textures**



## V-Ray Textures

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Examples of V-Ray for Nuke textures are shown below.



VRayDirt



VRayFresnel



VRayPtex



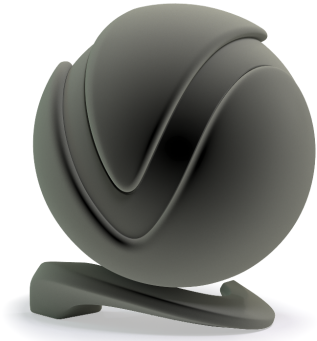
V-Ray Sampler Info



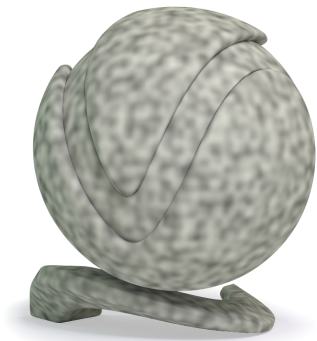
V-Ray Texture Bitmap



V-Ray User Attr



V-RayTexFalloff



V-RayTexNoise



V-RayTexLayered



VRayTexTriPlanar