

# UV

Tiles

Repeat U

4.000

Repeat V

4.000

Offset U

0.000

Offset V

3.000

Rotation (All)

0.000

Rotation (Tile)

0 Deg

Stagger

0.000

Stagger Variation

0.000

Density

1.000

Mirror U

Off

Mirror V

Off

Frame

Mode

Transform UV with Frame

Size U

1.000

Size V

1.000

Center U

0.500

Center V

0.500

Rotation

0.000

☒ Wrap U

☒ Wrap V

Noise U

0.500

Noise V

0.500

Noise Scale

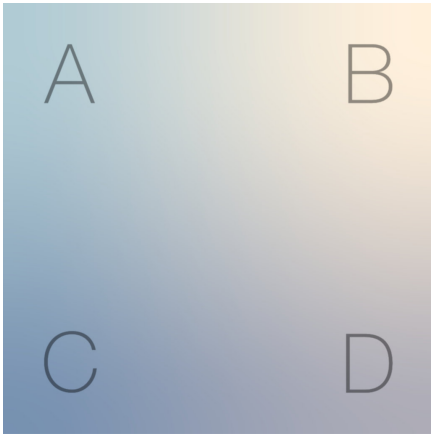
3.000

Custom UV

Uv Set

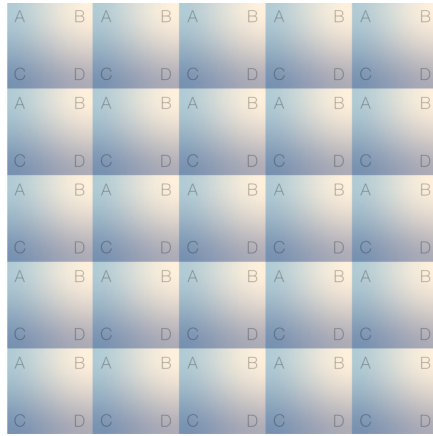
## Repeat

Sets the total number of repetition in both U and V directions.

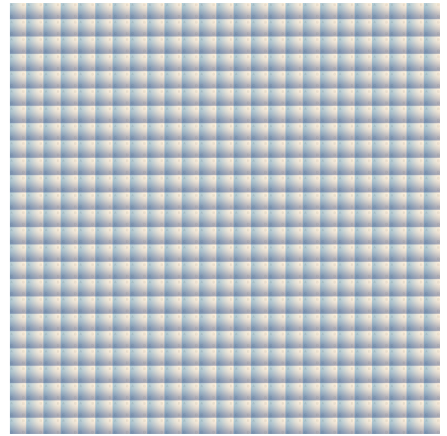


(UV)

1



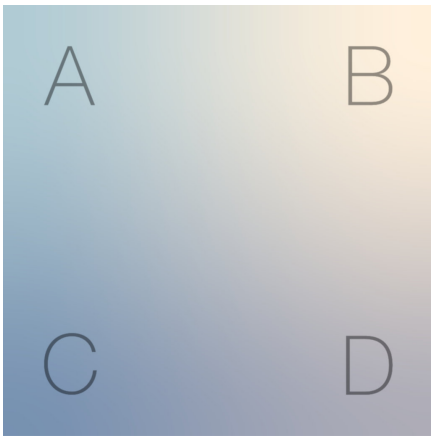
5



25

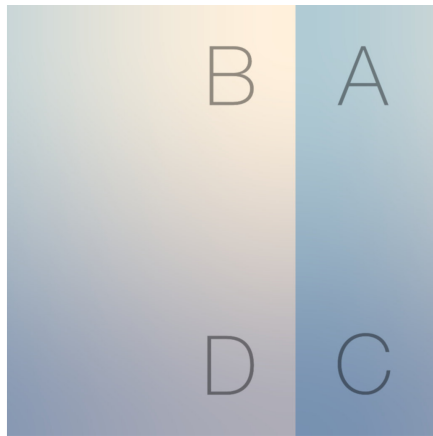
### Offset

The offset to apply to the UVs in both directions.

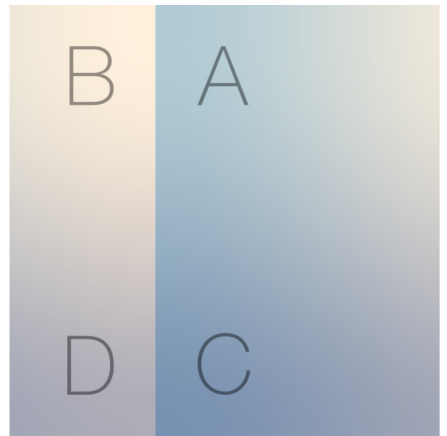


(U)

0.0



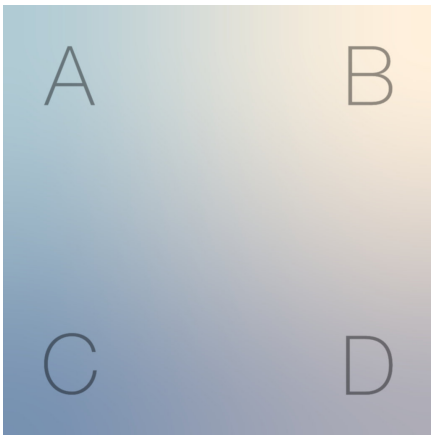
0.3



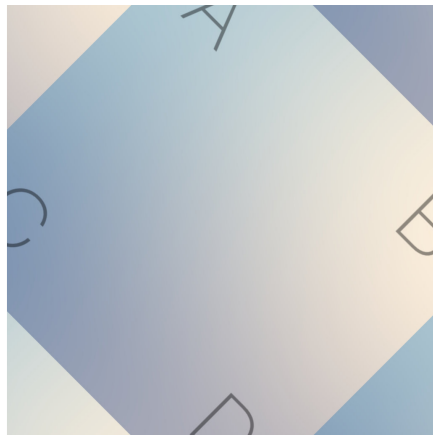
0.6

### Rotation

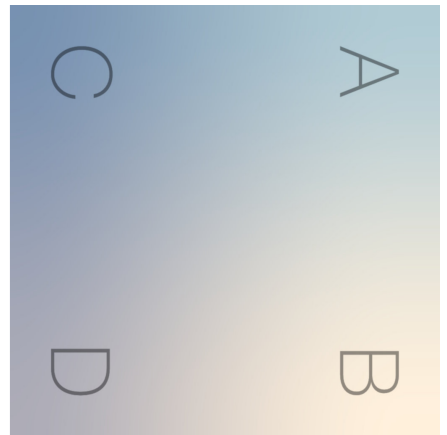
This applies a clockwise rotation to entire UV space around (0.5, 0.5) UV coordinate.



0.0

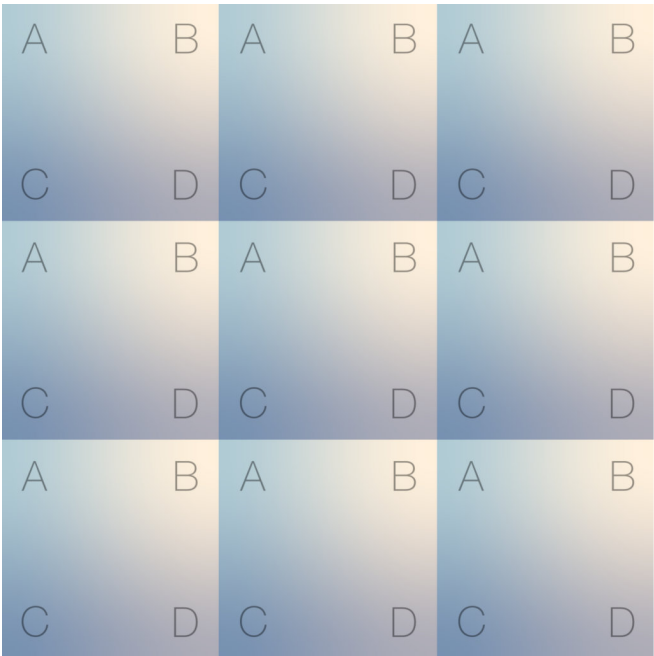


45.0

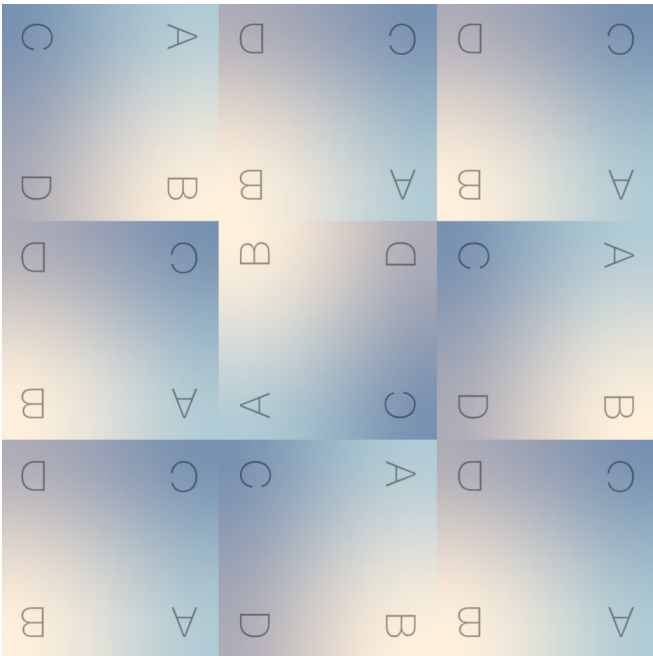


90.0

Random Rotation



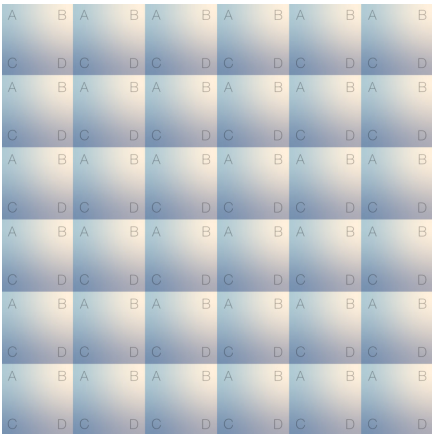
Off



On

Stagger

Applies an offset to each row of tiles.



0.0



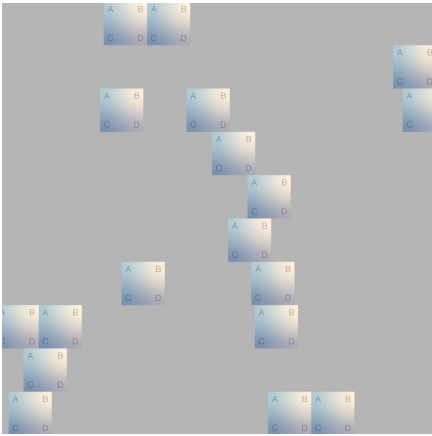
0.2



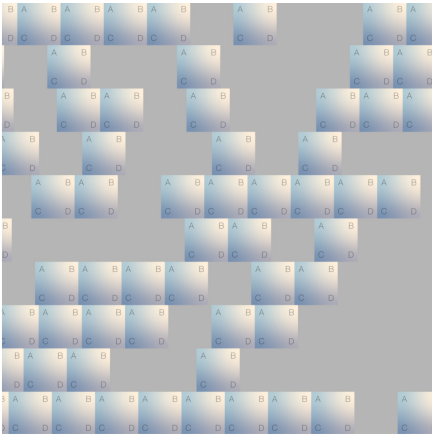
0.5

Density

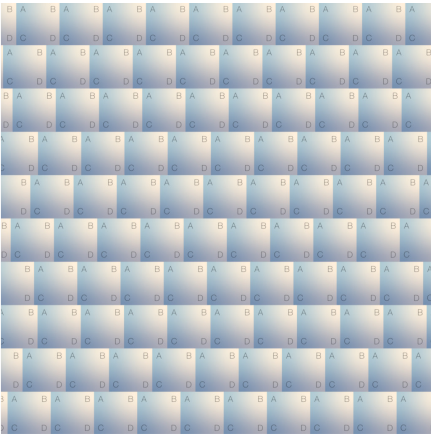
Descides the



0.1

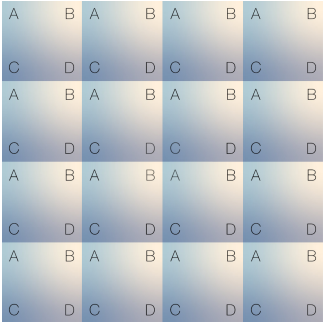


0.5



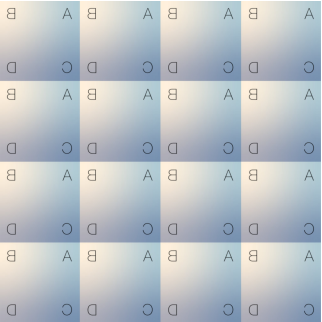
1.0

Mirror

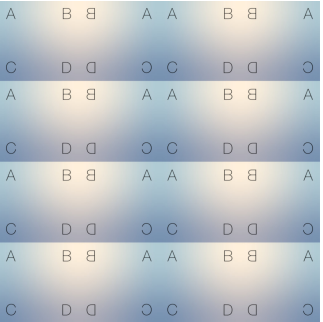


(U)

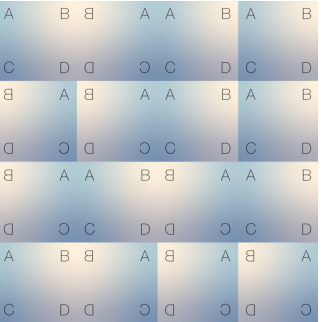
Off



Flip



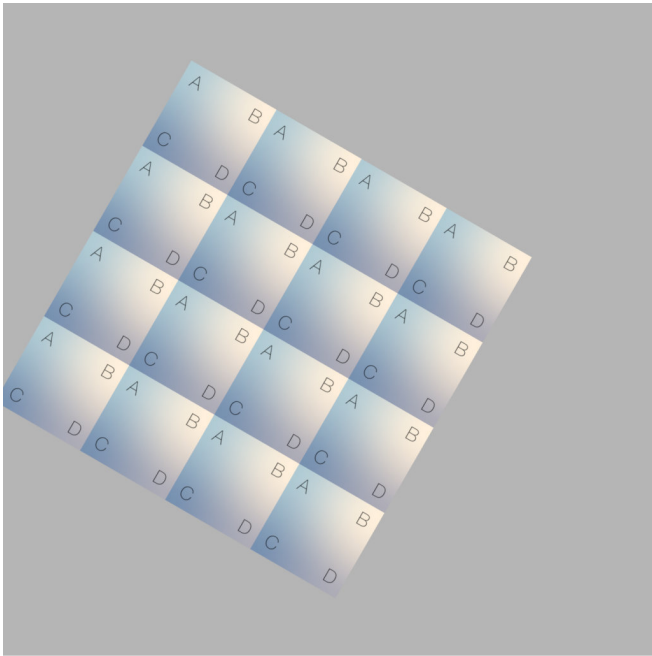
Butterfly



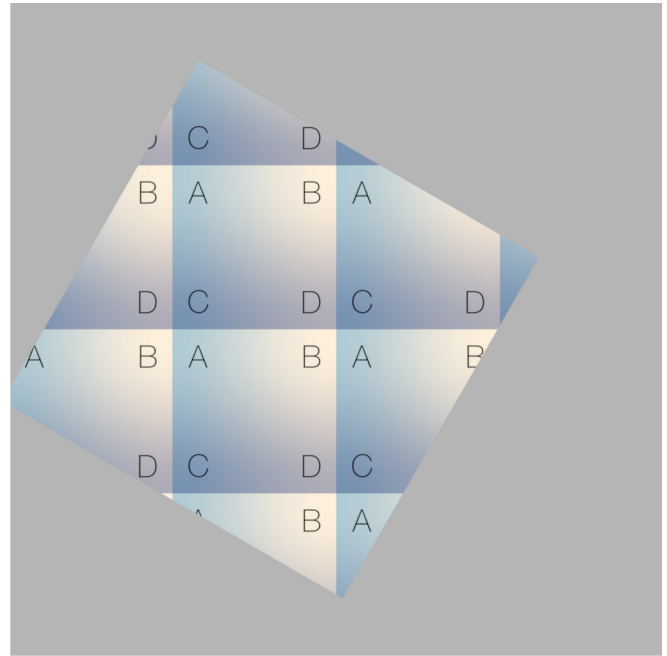
Random

Frame Mode



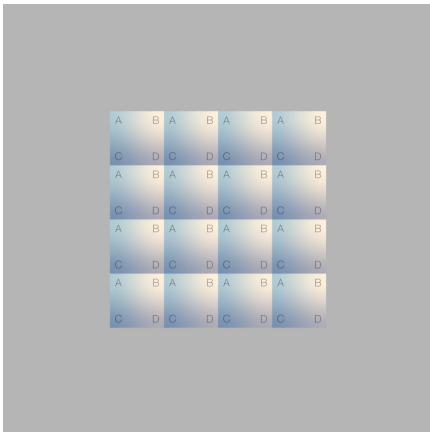


Transform UV with Frame



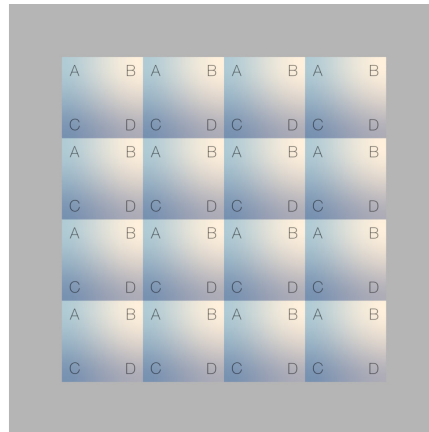
Use Frame as Region

#### Size

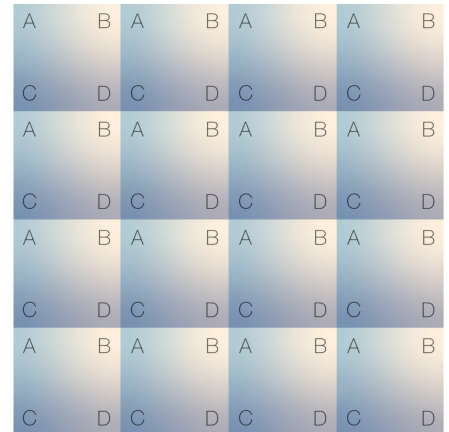


(UV)

0.5



0.75

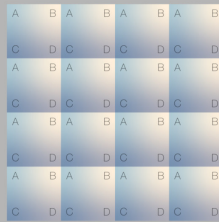


1.0

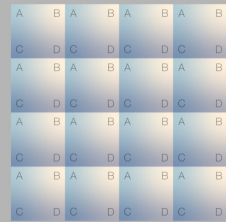
#### Center



0.25



0.5

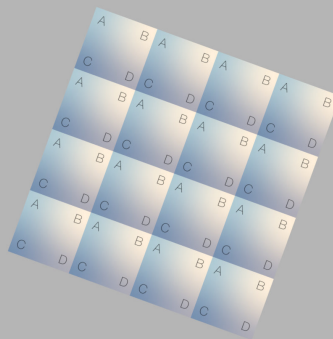


0.75

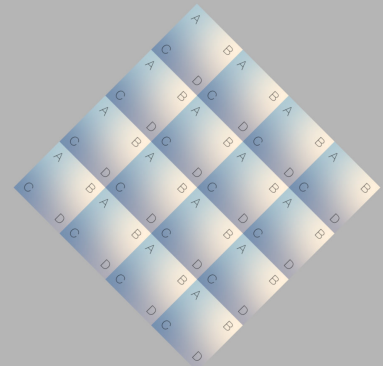
### Rotation



0.0

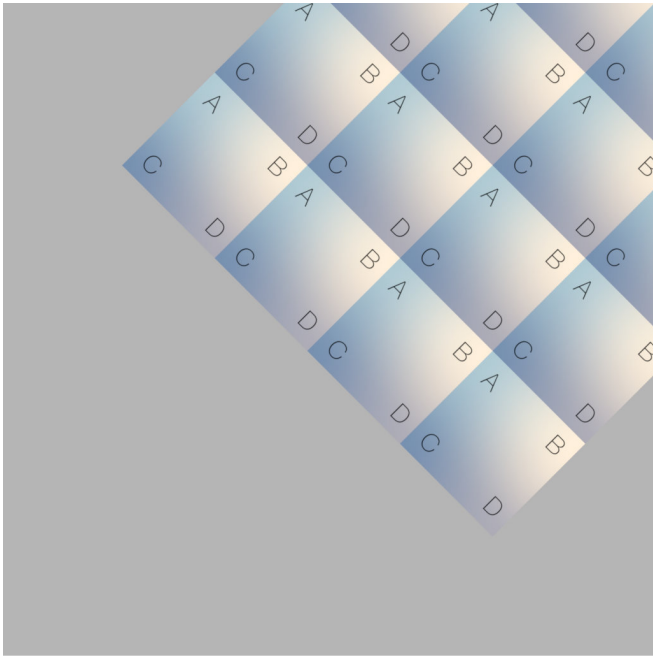


22.0



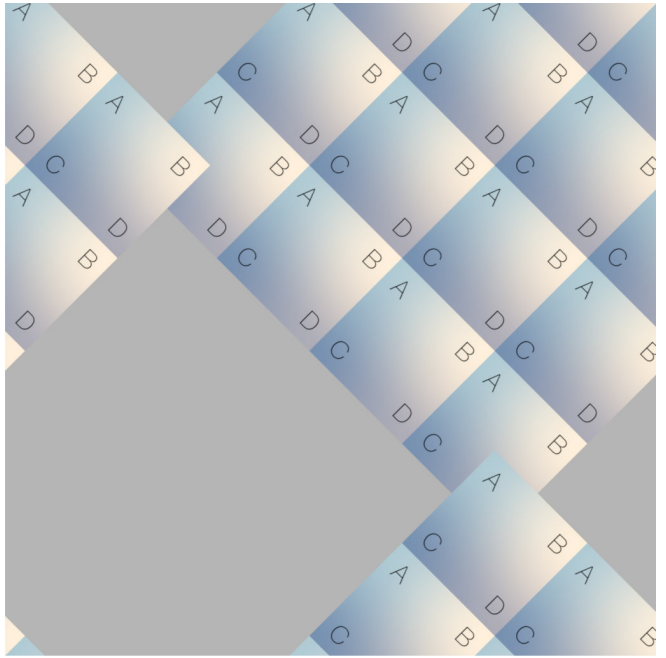
45.0

### Wrap



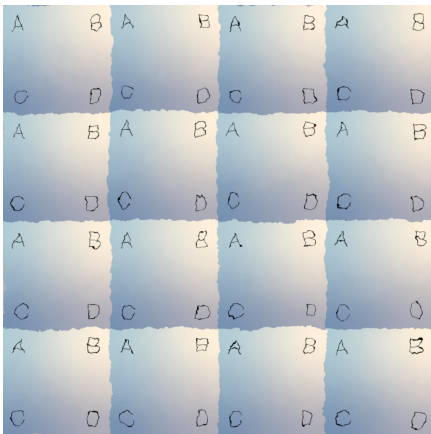
(UV)

Off



On

#### Noise



(UV)

0.1

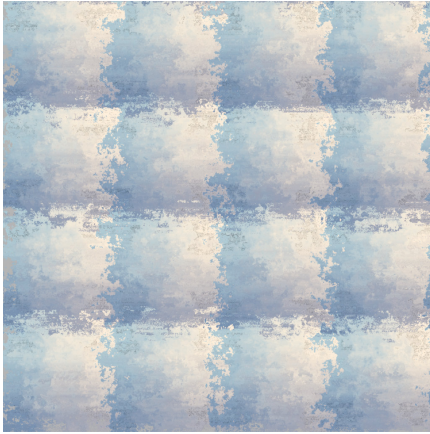


0.5

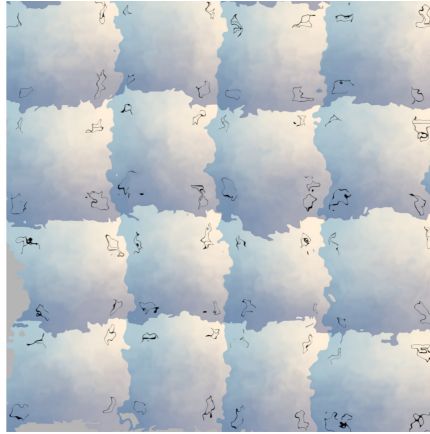


0.8

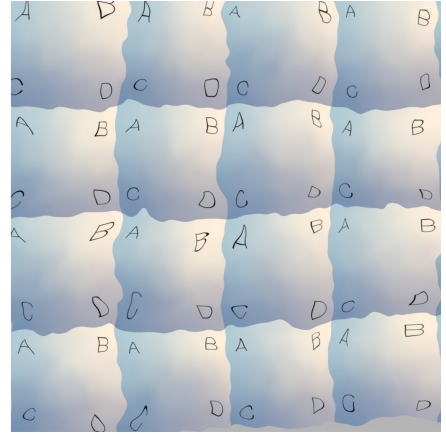
#### Noise Scale



0.1



1.0



3.0



#### UDIM

When using `dUV` along `dTexture` to load UDIM files, the only relevant option is **UV Set**. In that case **Frame Mode** needs to be changed from *Transform UV with Frame* to *Use Frame as Region*.

#### UV Set