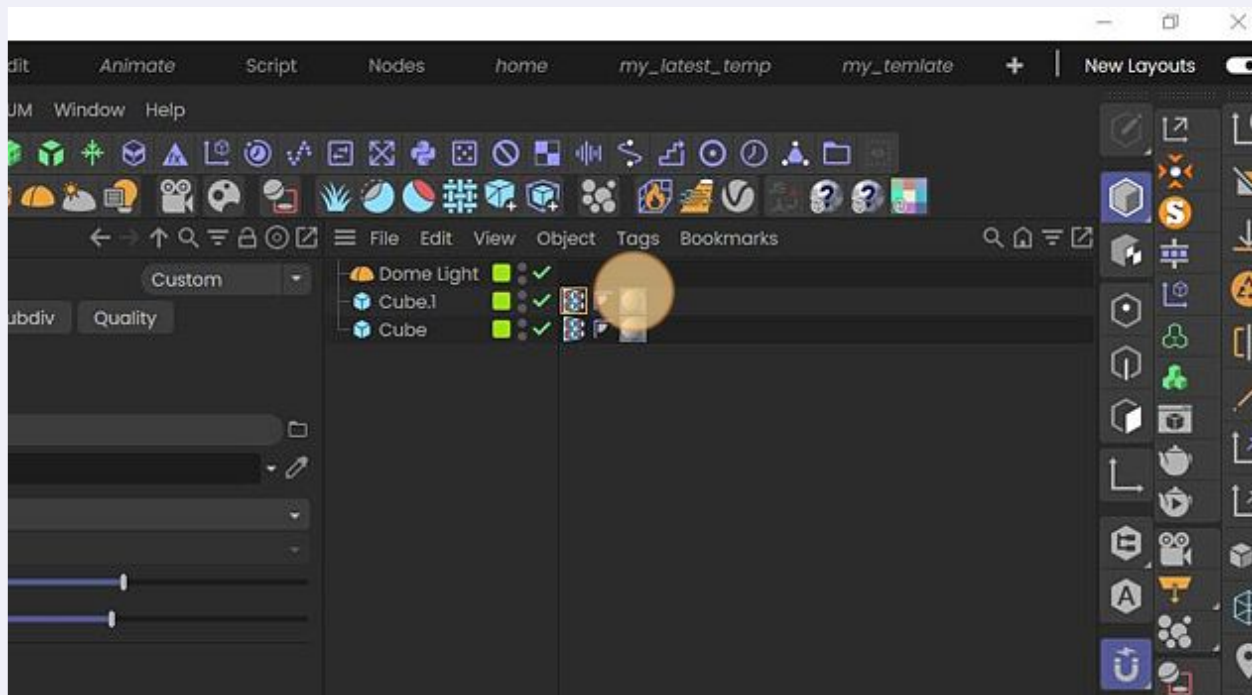


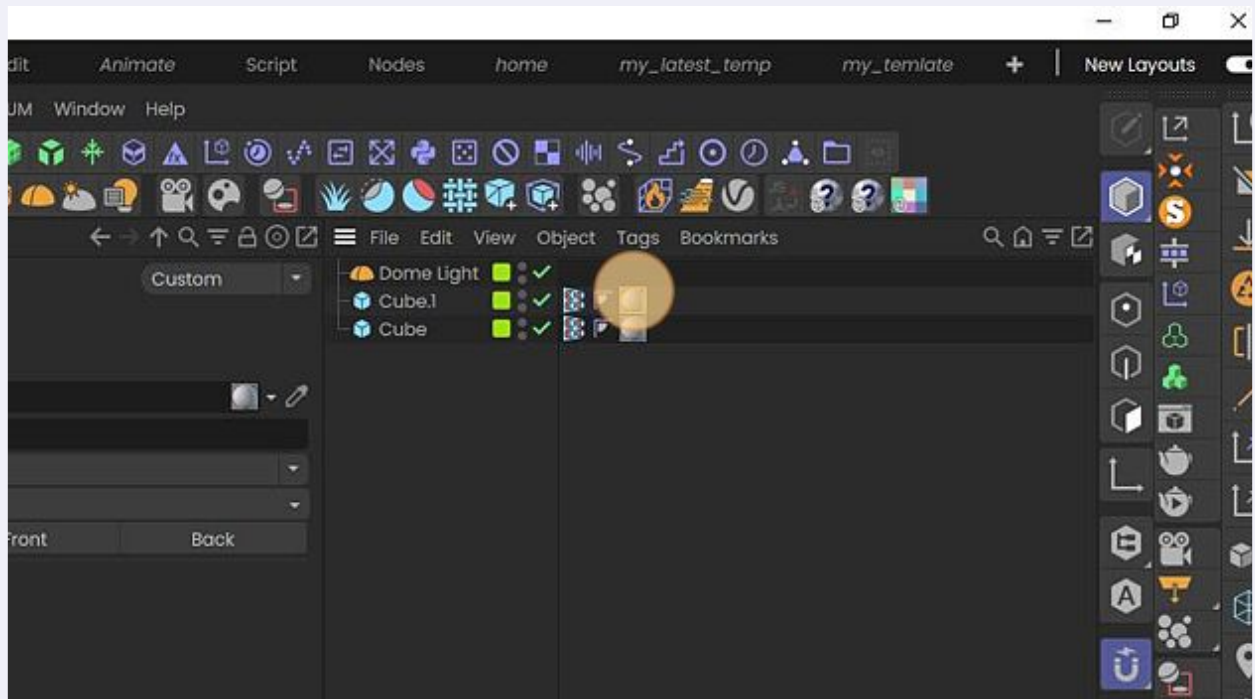
V-RayBitmapTex with 2D displacement on GPU



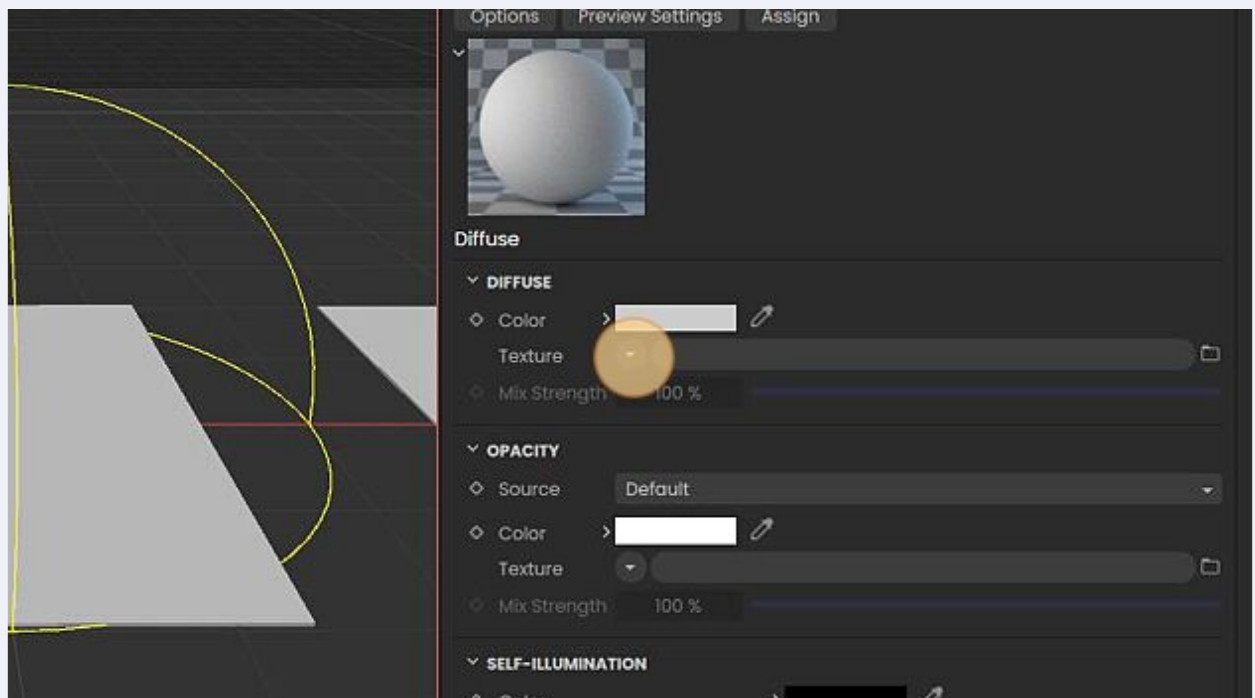
1 Assign V-Ray material



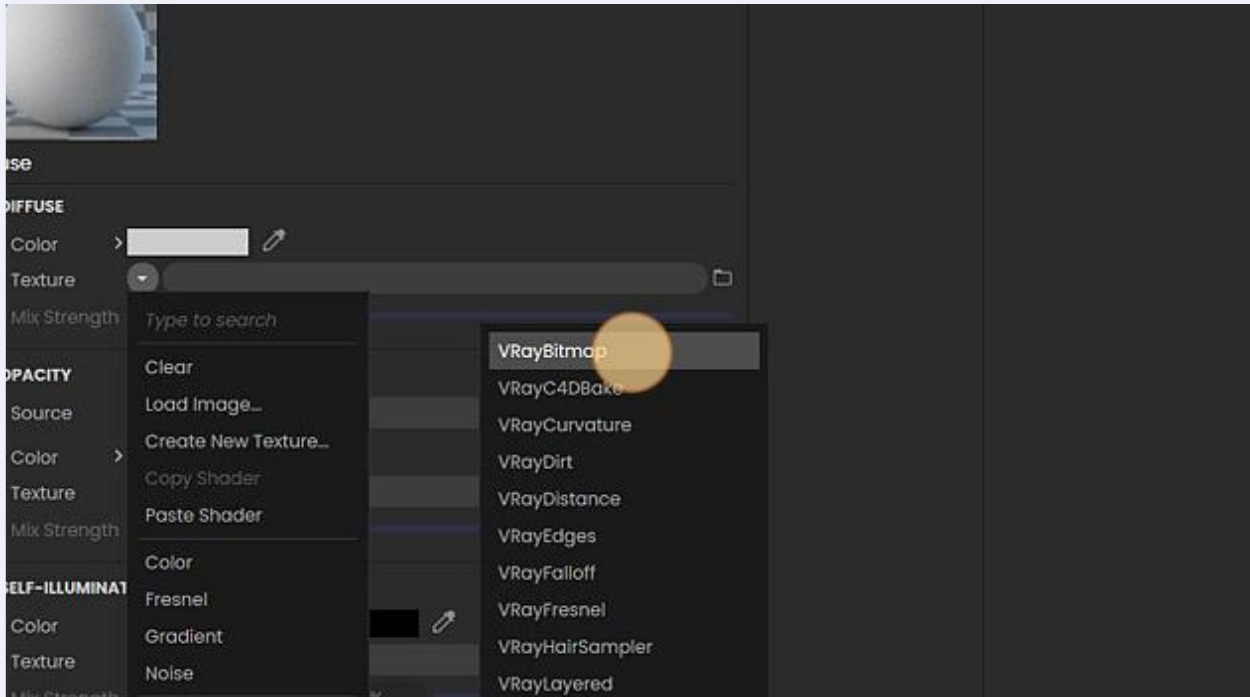
2 Open it



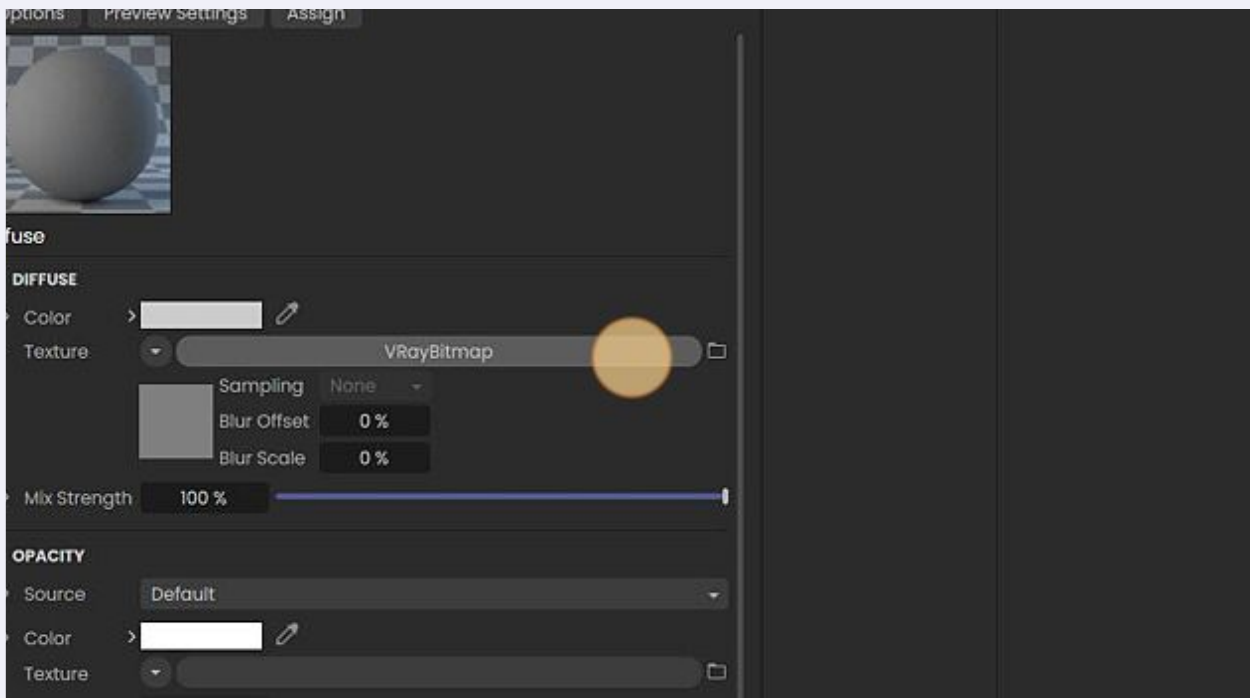
3 Assign V-Ray Bitmap Texture



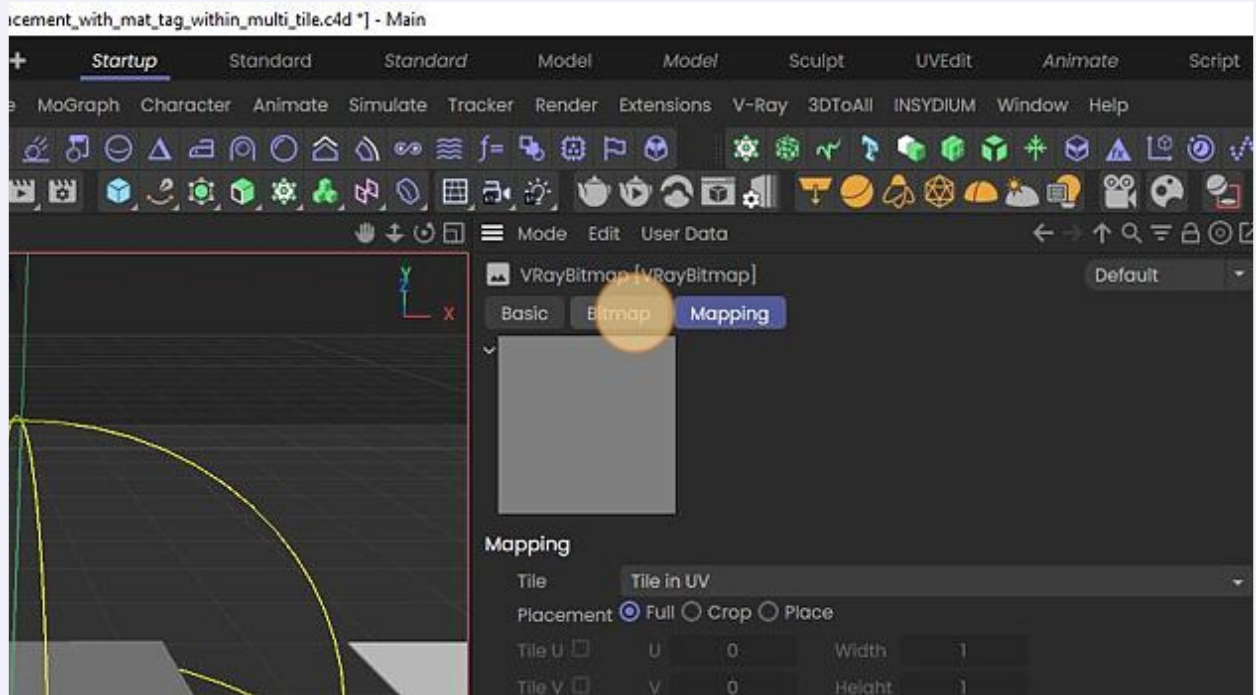
4 Add VRayBitmapTex to material slot



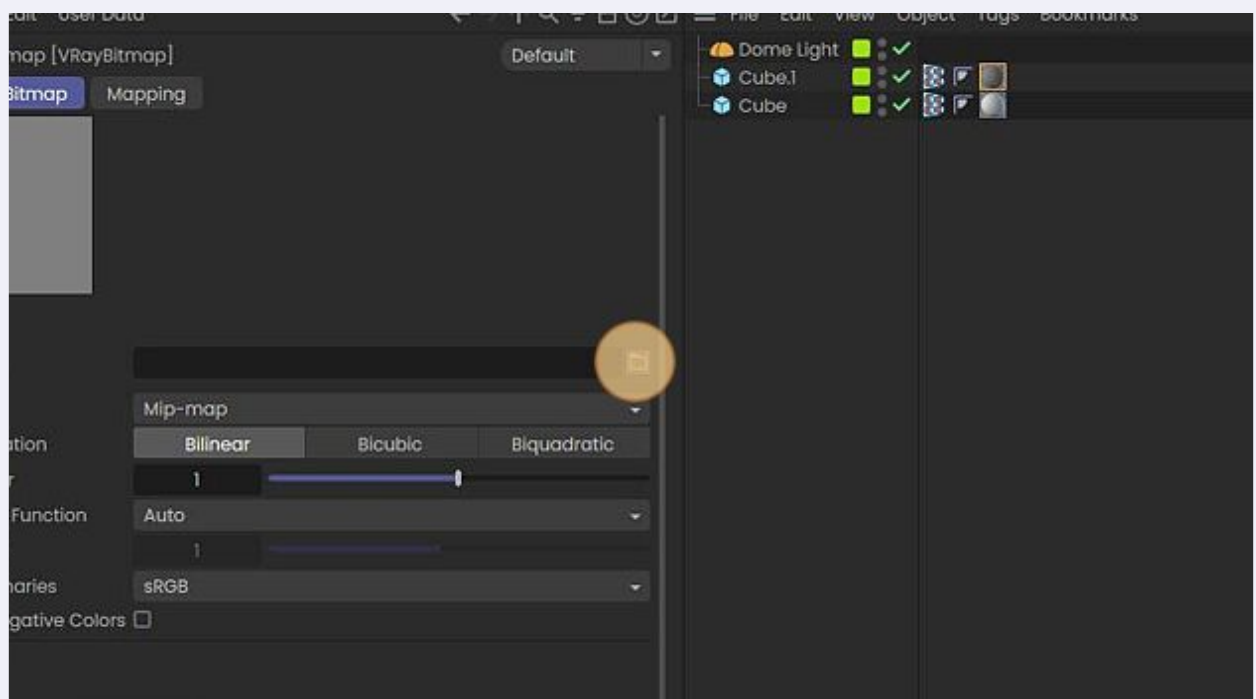
5 Open V-Ray Bitmap texture and add image map



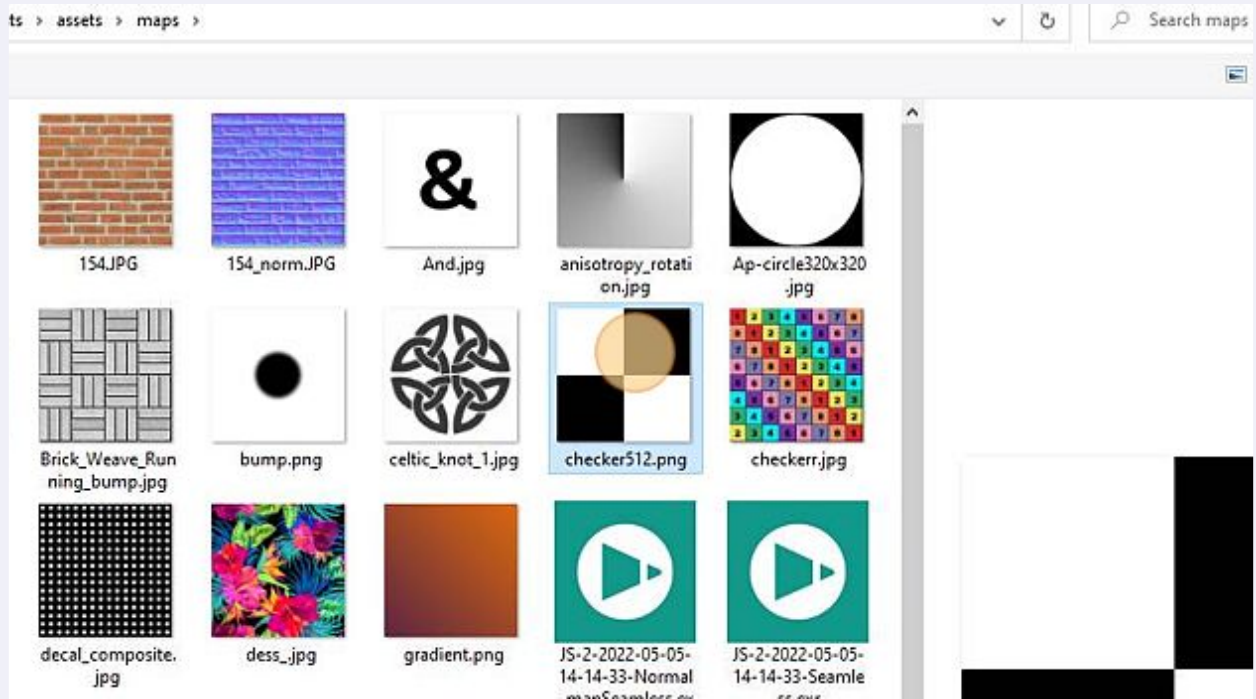
6 Add texture



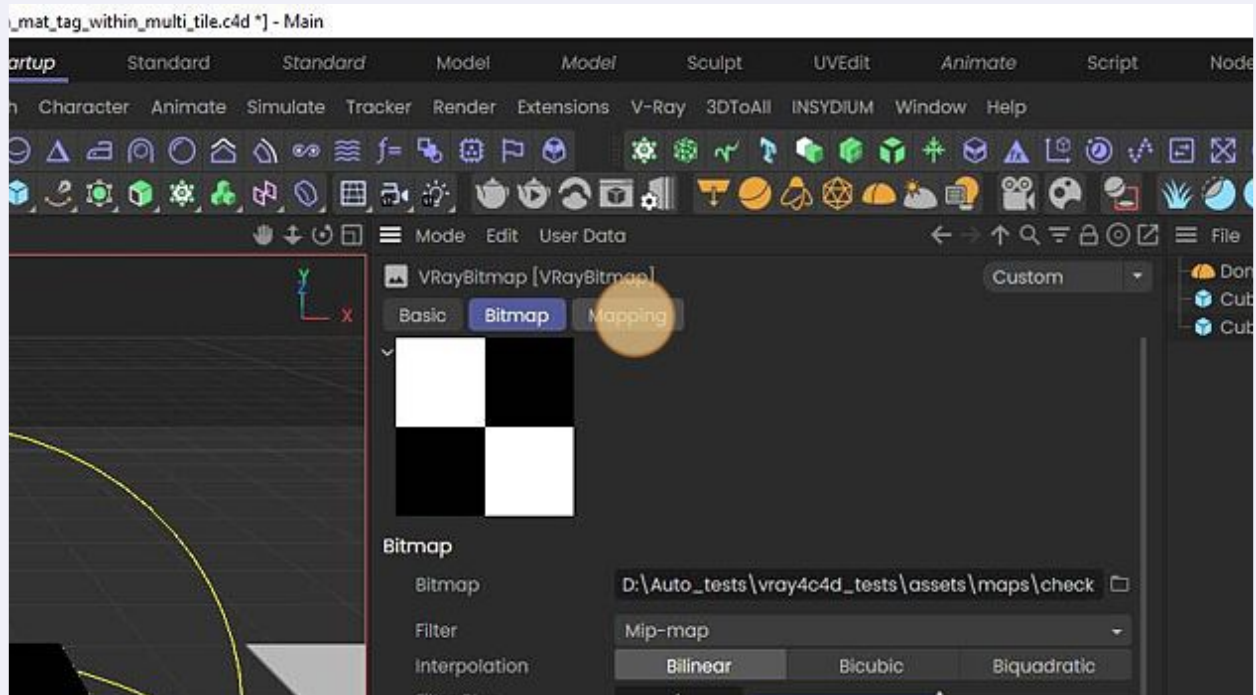
7 Add texture to slot



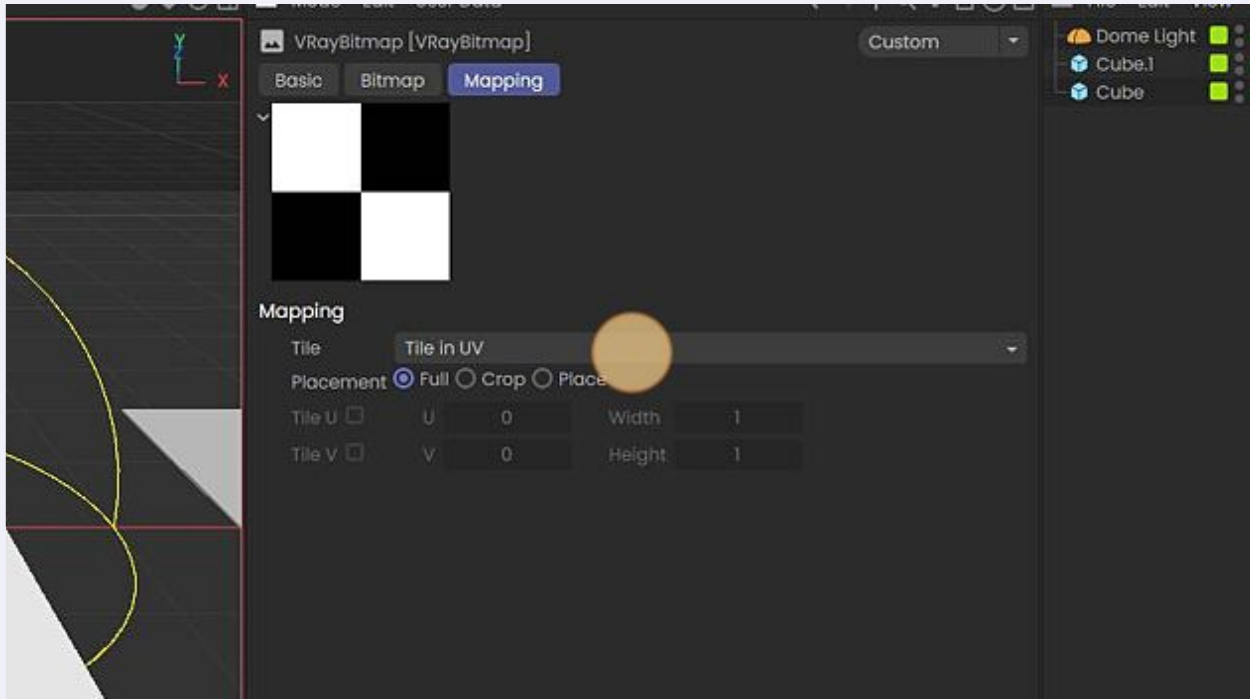
8 Double-click here:



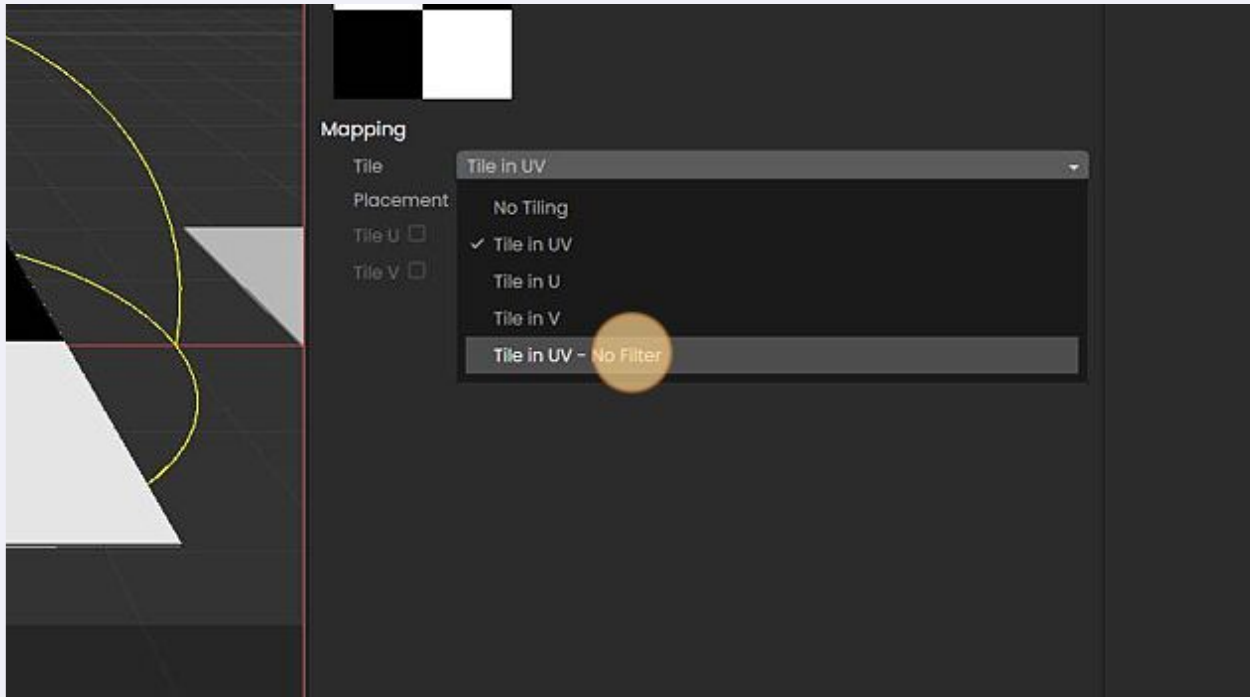
9 Next Select Mapping tab



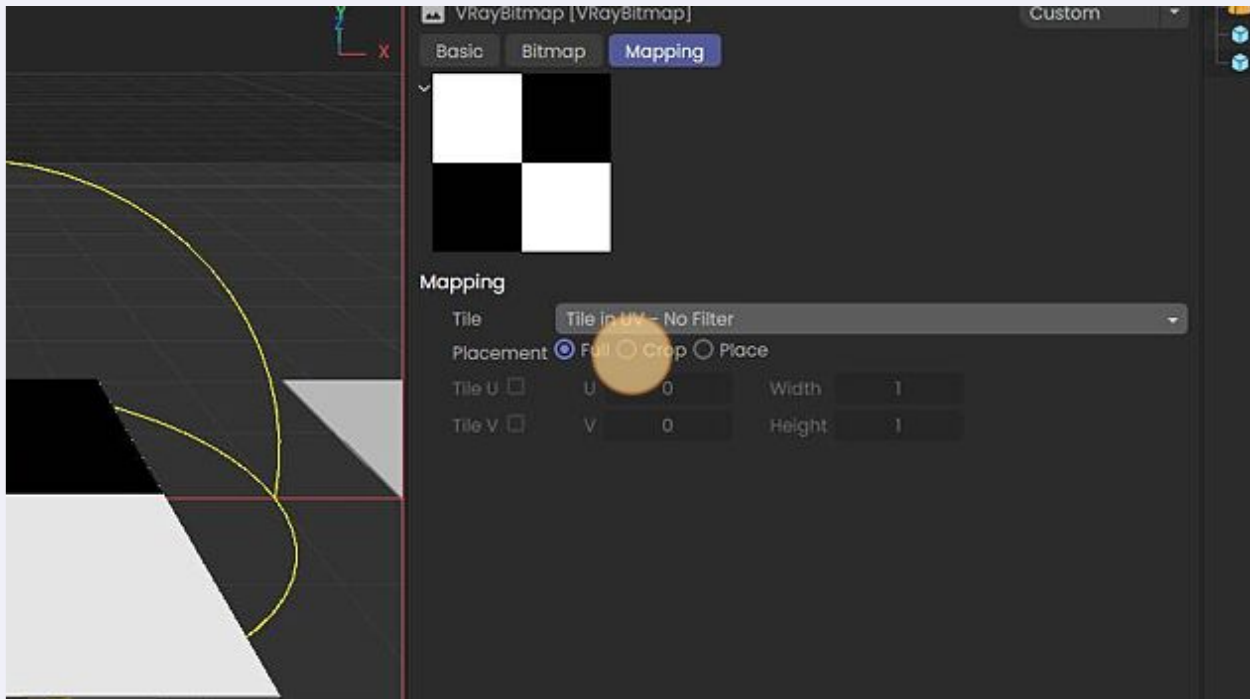
10 Next step Change Tile in UV



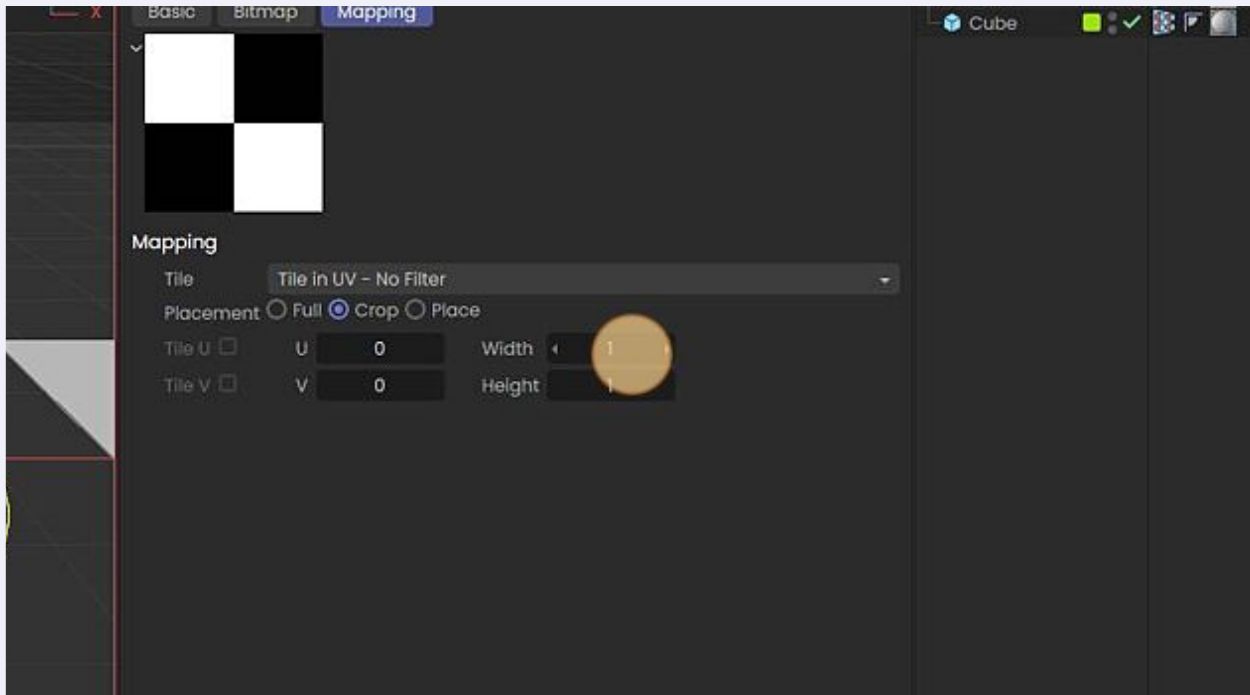
11 Tile in UV



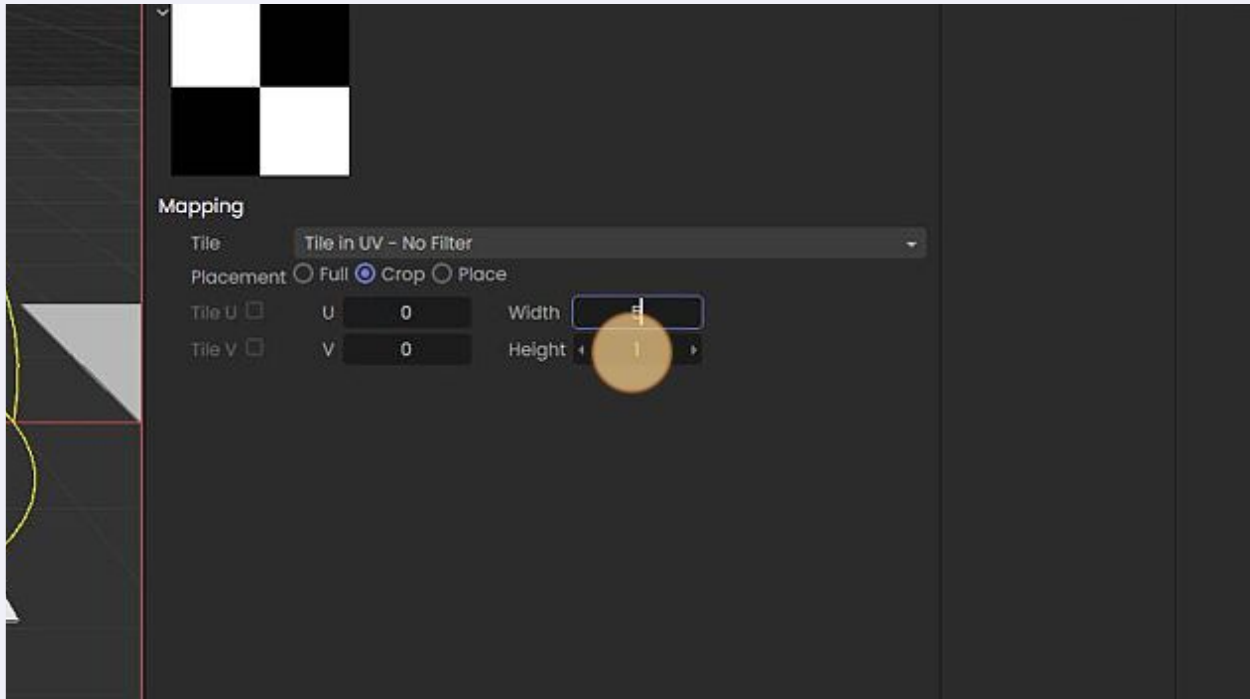
12 Change Placement to Crop



13 Change size of texture

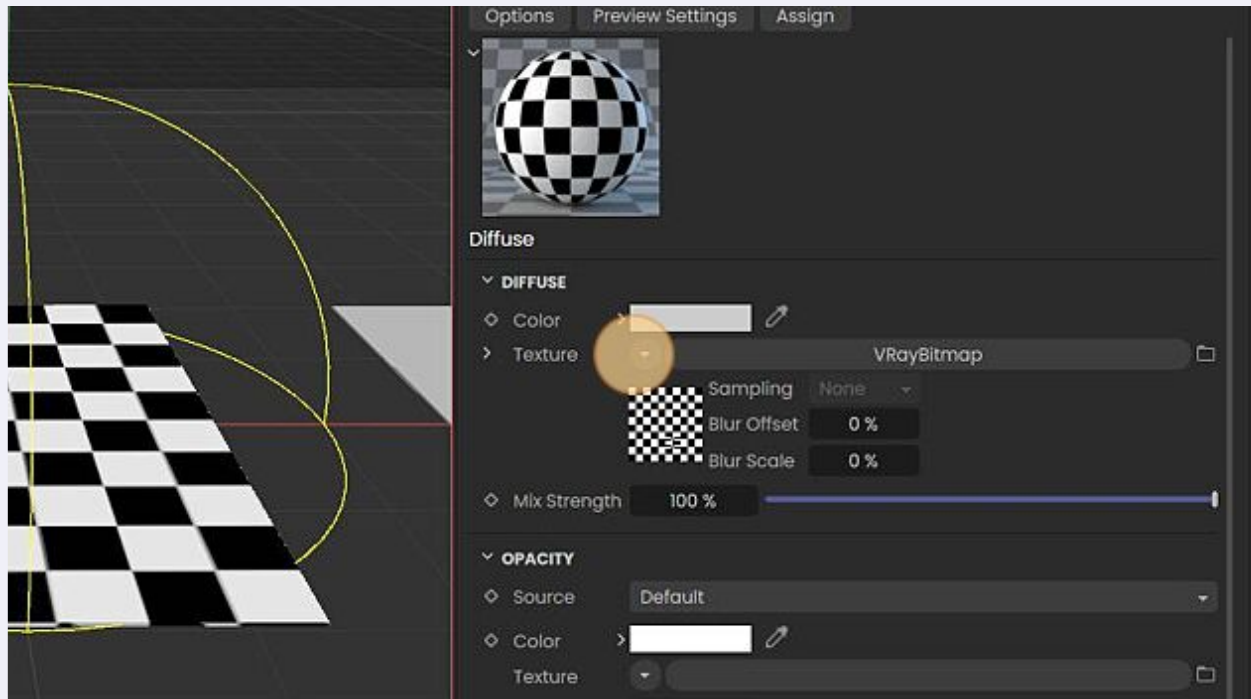


14 The example uses 5 x 5 size

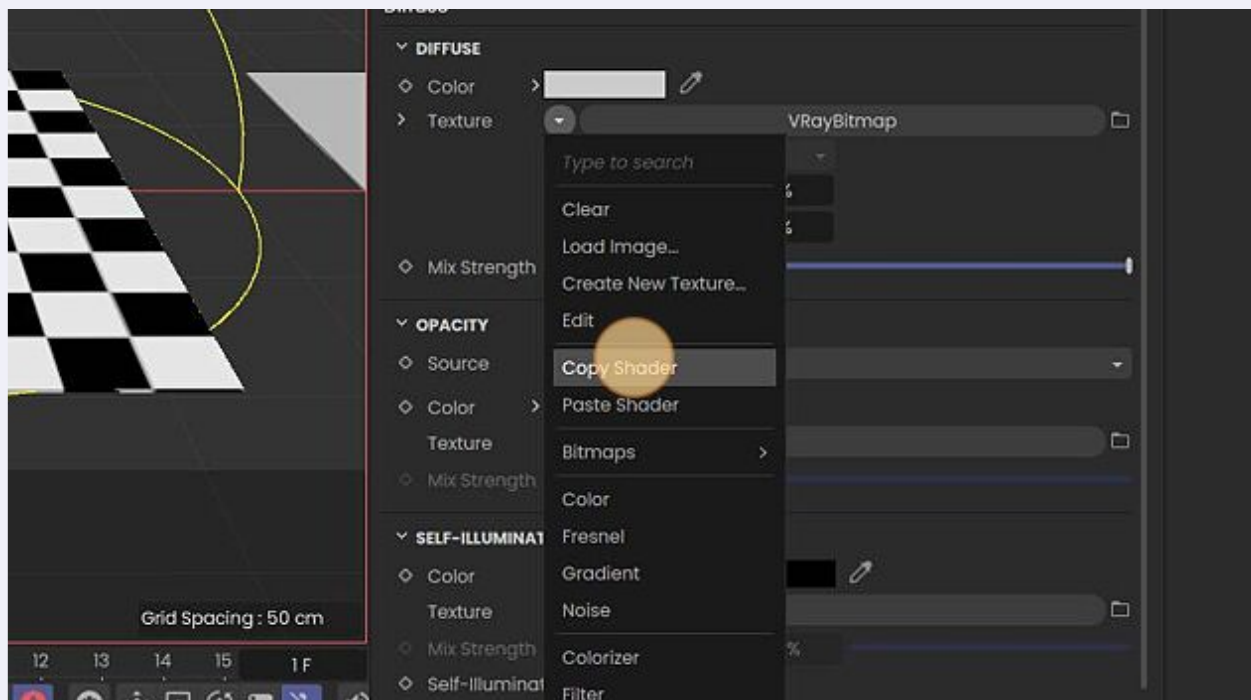


15 Type "5"

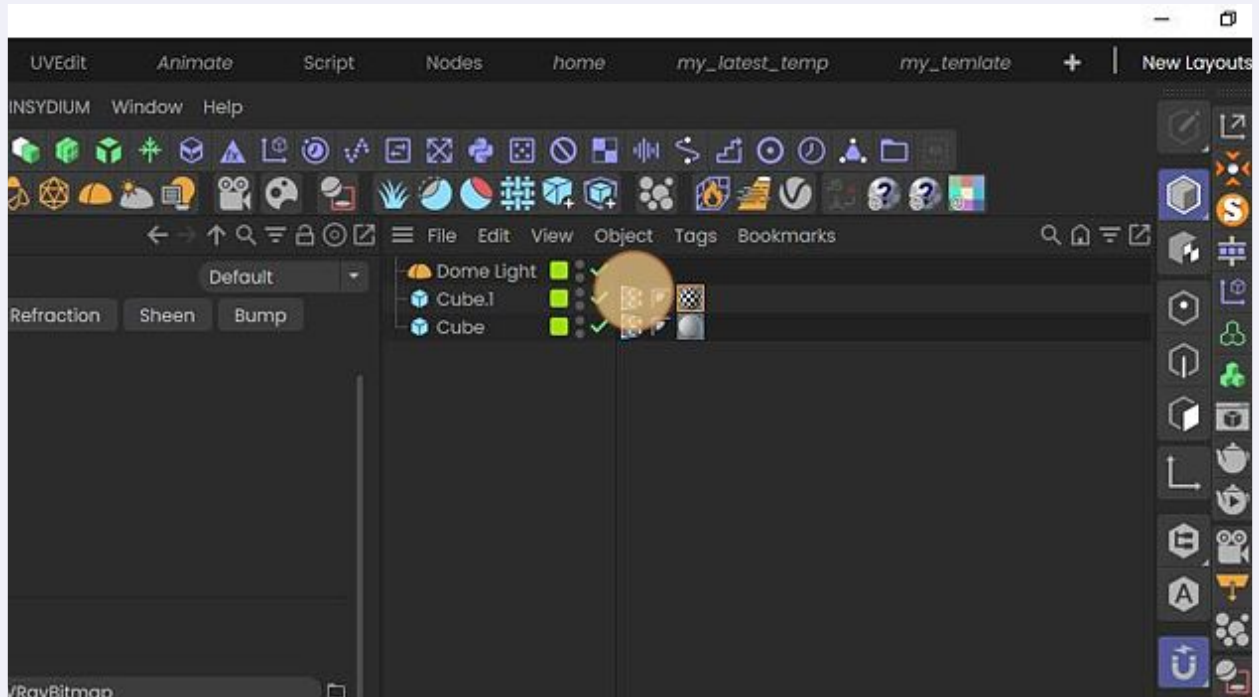
16 Copy shader to Geometry



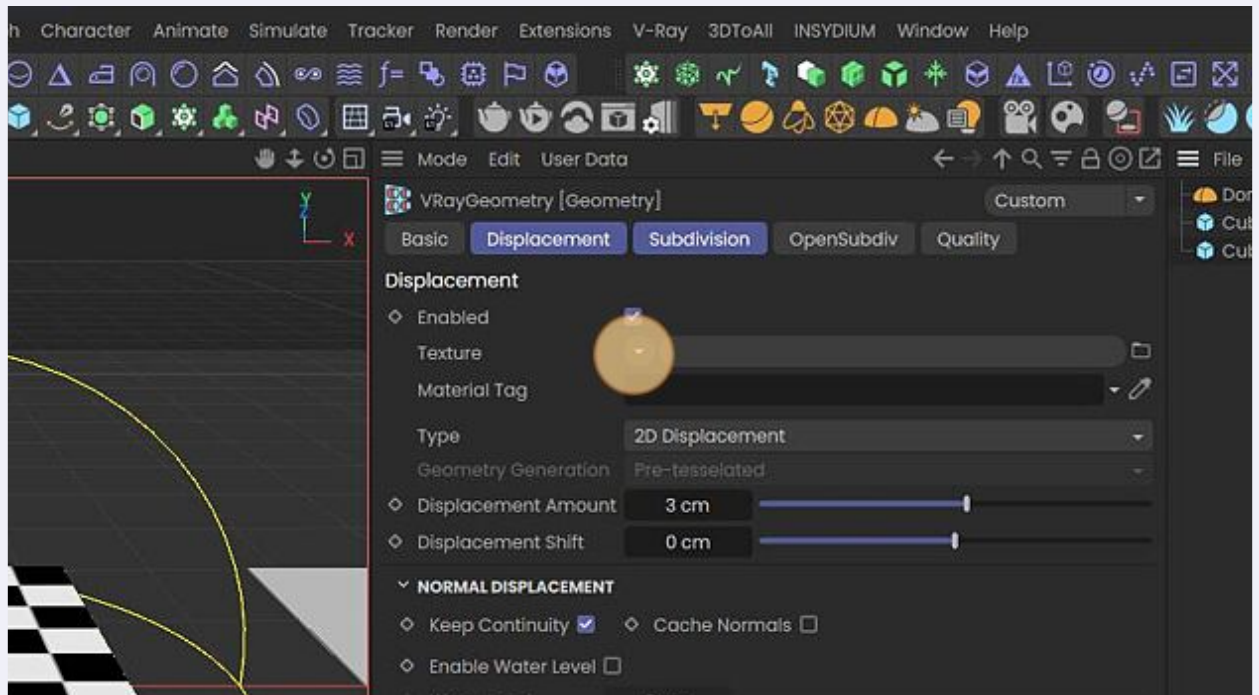
17 Coping Shader



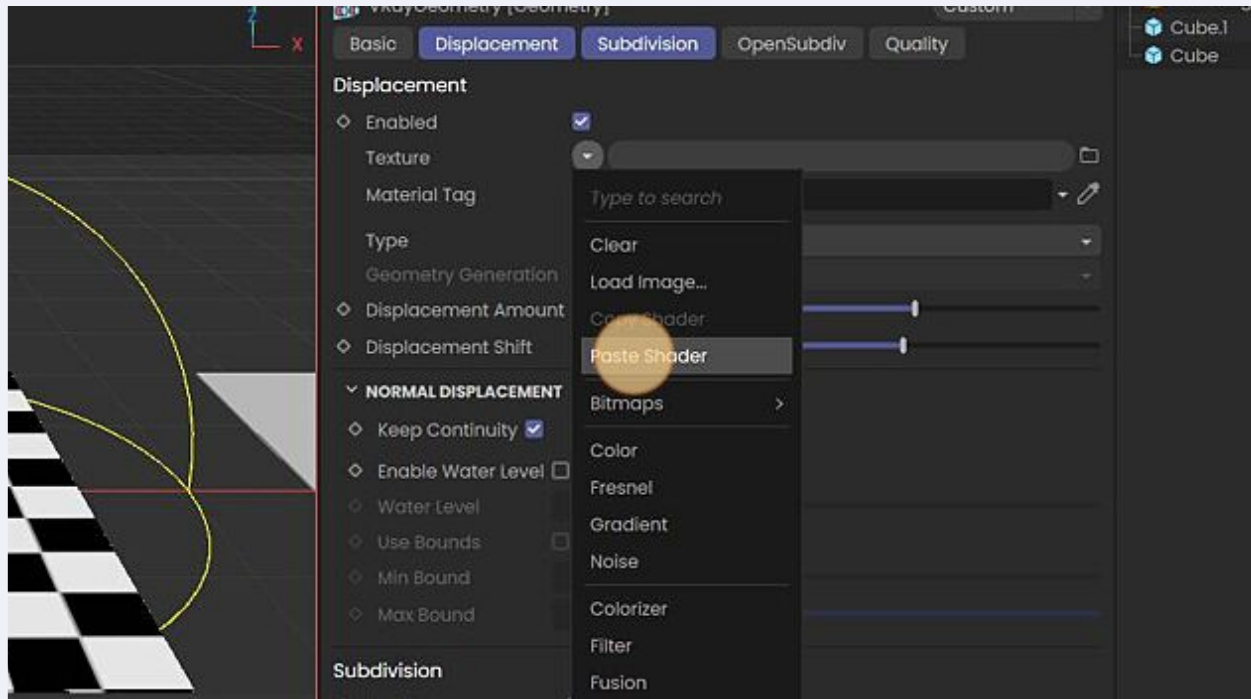
18 Select V-Ray Geometry



19 Enable Displacement and change default mode to 2D Displacement



20 Paste Shader



21 Render it