10.2.2.4.3 Render - Blender Render Engine - Textures - Texture types - Video´Textures

Video Textures
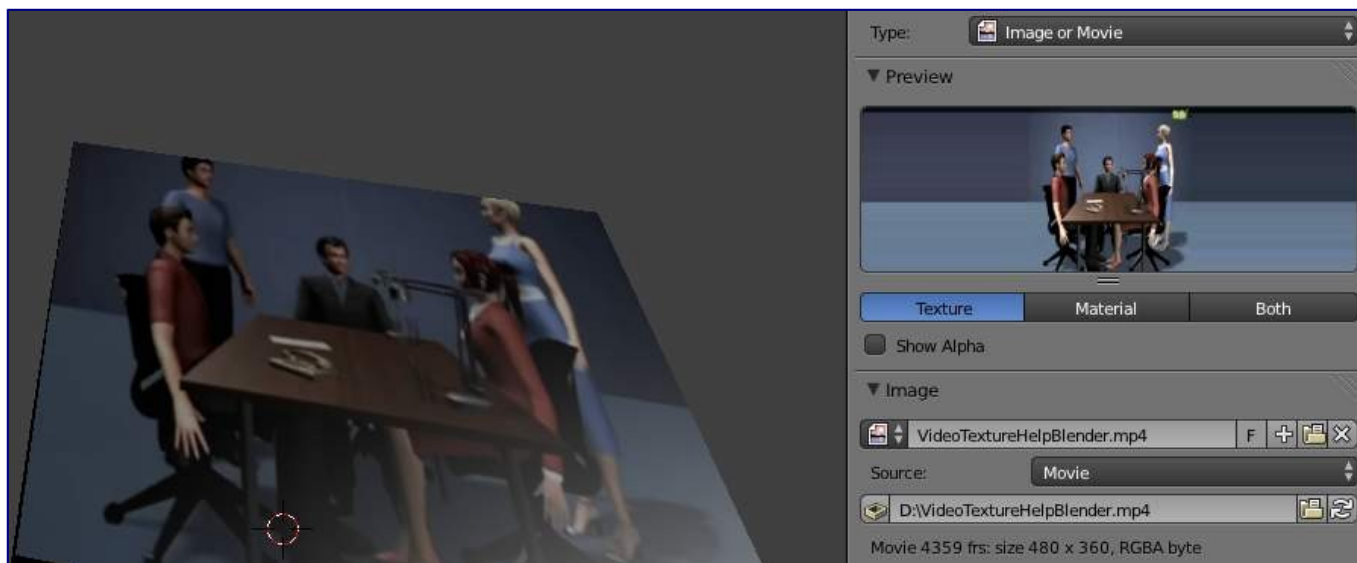
Video texture

Video textures are a some kind of *Image* textures and based on movie file or sequence of successive numbered separate images. They are added in the same way that image textures are.
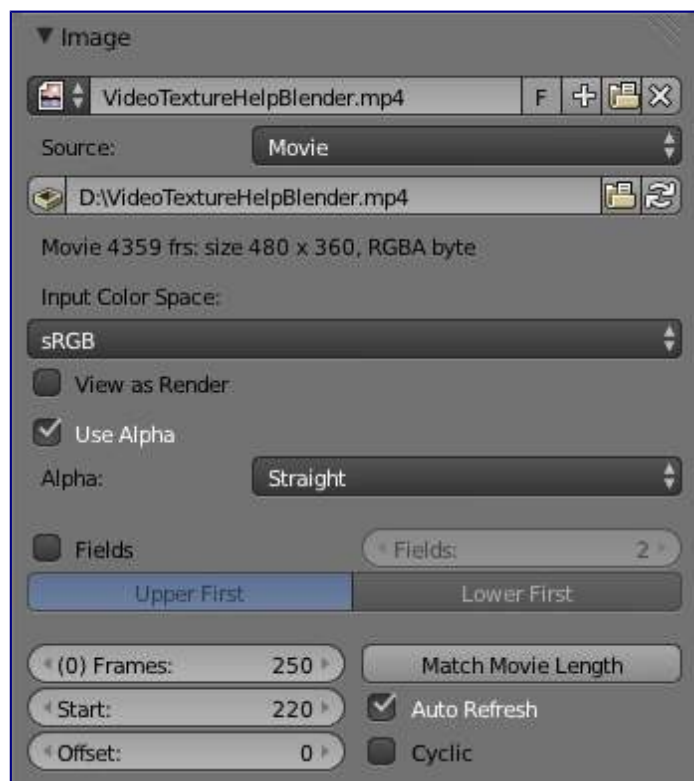
Options

Image

Image panel for video texture

Source

> For video texture the kind of source file to use is
>
> > **Movie**
> > > See about supported *Movie* formats.
> >
> > **Image Sequence**
> > > See about supported *Image* formats. To load image sequence in any of the supported image file formats first click on the first frame and then Accept. Then change the Source to Image Sequence, and enter the ending frame number of this sequence.

More about loading source file for video texture see here.

Fields

> Work with field images. Video frames consist of two different images (fields) that are merged. This option ensures that when *Fields* are rendered, the correct field of the image is used in the correct field of the rendering.
>
> > **Upper First**
> > > Order of video fields - upper field first.
> >
> > **Lower First**
> > > Order of video fields - lower field first.
> >
> > **Fields**
> > > Number of fields per rendered frame. Used with Fields and interlaced video, it says whether each image has both odd and even, or just one.

Frames

Number of frames/images in the movie or sequence to use

Start

Global starting frame of the sequence/movie

Offset

Offset the number of the frame to use in the animation. What frame number inside the movie/sequence to start grabbing.

Match Movie Length

This button set image's user's length to the one of selected movie/sequence.

Auto Refresh

Automatically refresh images on frame changes

Cyclic

When the video ends, it will loop around the to the start and begin playing again.

For *Movie* source:

Use Alpha

Use the alpha channel information from the image or make image fully opaque

Straight

Transparent RGB and alpha pixels are unmodified.

Premultiplied

Transparent RGB pixels of an image are multiplied by the image's alpha value.

See also
For sampling and mapping documentation see *Image Texture*