4 Color the Points using a Texture

Target:

1. Click testgeometry\_rubbertoy. Turn Off Add Shader.Turn Off the Show UV Texture when UV’s Present button；
2. Asset > Edit Asset Properties > Rubber Toy. Extra Files tab > select toylowres.jpg > Save as File button and save it into the tex folder；
3. Add Attribute VOP node right to pointsfromvolume node. Connect matchsize node into the first input of the attributevop node. Set Run Over = vertices；
4. Go into attributevop , Add Texture VOP. Connect it to the Cd of geometryvopoutput. Add a UV coordinate node and connect it to UV of the texture node；
5. Select texture node. Click on the Gear icon of Texture Map, select Promote Parameter. Click on the little knob that appears next to map. Set Label = Texture Map；
6. Press u. Add Attribute Promote Node after attribvop. Set Original Name = Cd and Original Class = vertex；
7. Add Attribute Transfer node. First input = pointsfromvolume, second input = attribpromote. Set Points field = Cd. Add a switch node after the color node and wire the attribtransfernode. Rename texture\_switch.Set the Switch to 1;
8. Select attribvop node, set Texture map = toylowres.jpg；

UI:

Node:

Attribute VOP

Texture VOP

UV coordinate