Corona Displacement Tag

This article explains what is the Corona Displacement Tag, its settings, and how to use it.

Overview

Corona Displacement Tag allows overriding global render settings to define displacement quality independently for different objects. This can be used for a better quality displacement only to specific objects, for example, the ones that are close to the camera, and lower displacement quality to objects that are further away or insignificant.

UI Path **||**Objects tab**||** > Tags > Extensions > Corona Tags > **Corona Displacement**

Starting with Cinema 4D 2023.1, Corona tags reside in **Extensions** > **Corona Tags**.

Settings

Tag Properties

Min Level – Displacement distance applies to areas with black (0.0) textures. Measure in world-space units.

Max Level – The strength of the displacement effects. It is the world-space displacement distance applied to areas with white (1.0) texture.

Water Level – Displacement cut-off threshold. Any micro triangles with displacement texture value below this level are removed.

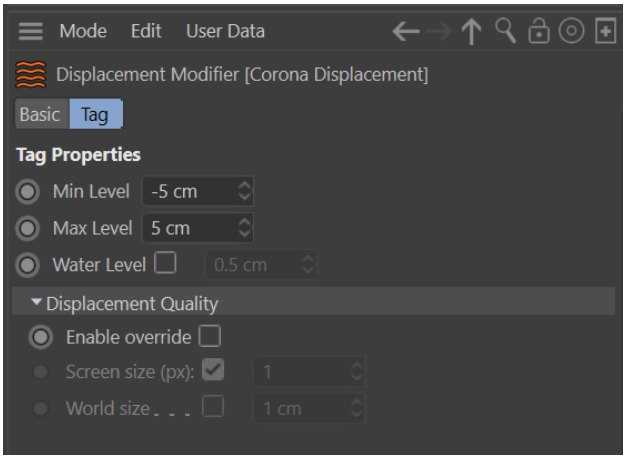
Displacement Quality

Enable override – Enables overriding subdivision parameters for this node. If disabled, global parameters from **render settings** are used instead.

Screen size (px) – When selected, displacement tessellation is performed adaptively in the **screen space**. This is usually a lot more efficient. Size sets the number of pixels each tessellated triangle spans in the image. Lower values improve displacement quality at the expense of memory usage and preprocessing time.

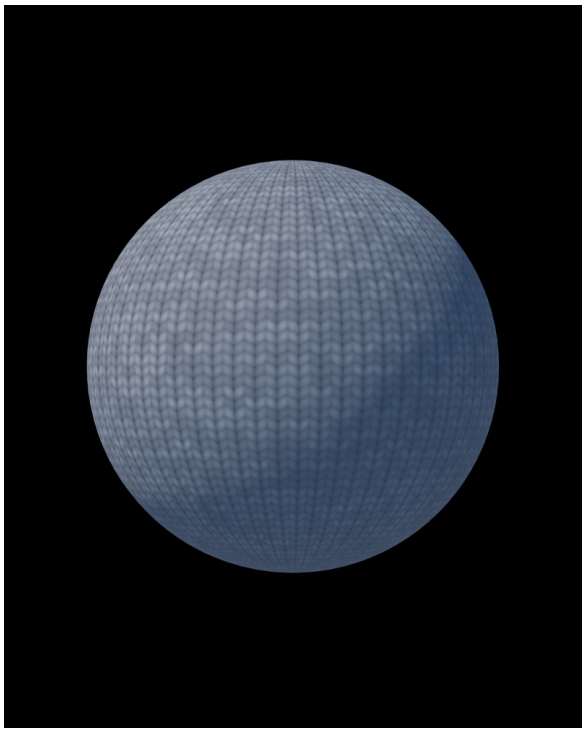
World size – When selected, displacement tessellation is performed absolutely in the **world space**. This method is usually inefficient except for special cases (to prevent popping artifacts in animation). Size sets the maximum length of each tessellated triangle in world units. Lower values improve displacement quality at the expense of memory usage and render preprocessing time.

Beware of setting the size values too low, as this can consume all the available memory and result in a crash.

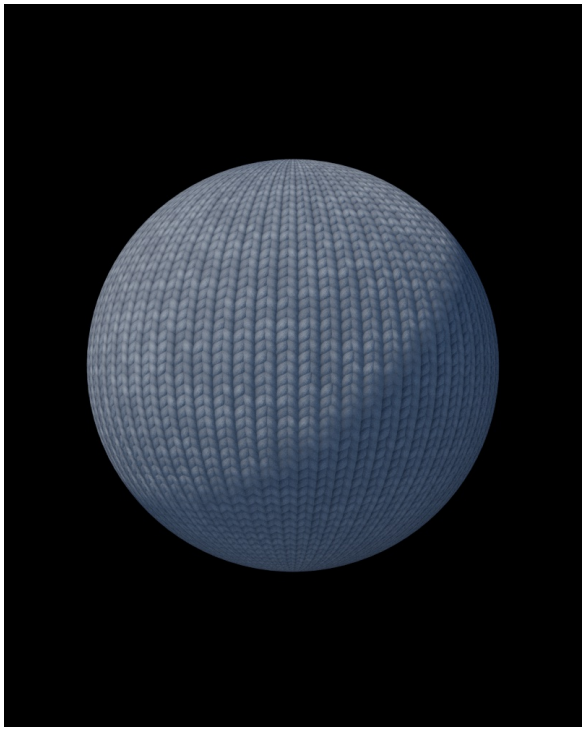


Examples

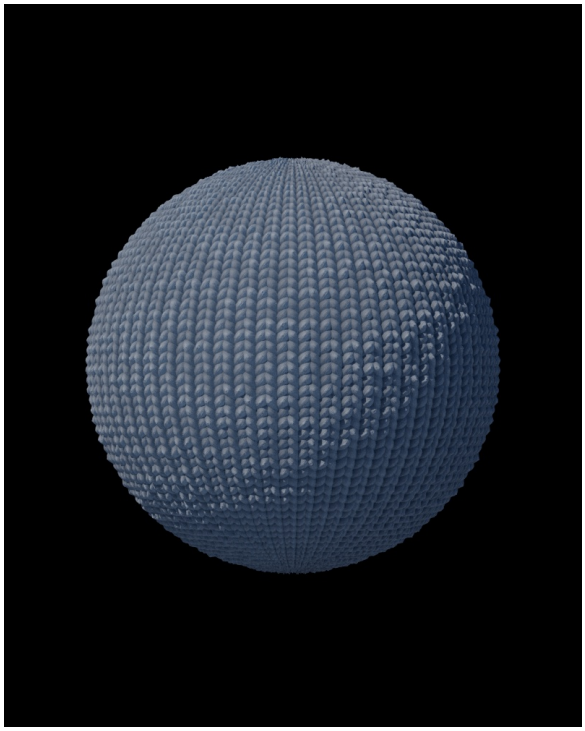
No Displacement



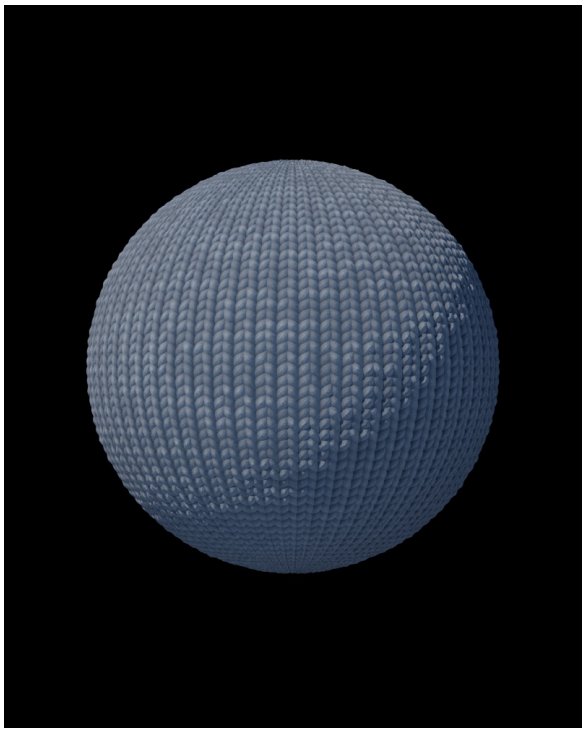
Bump only



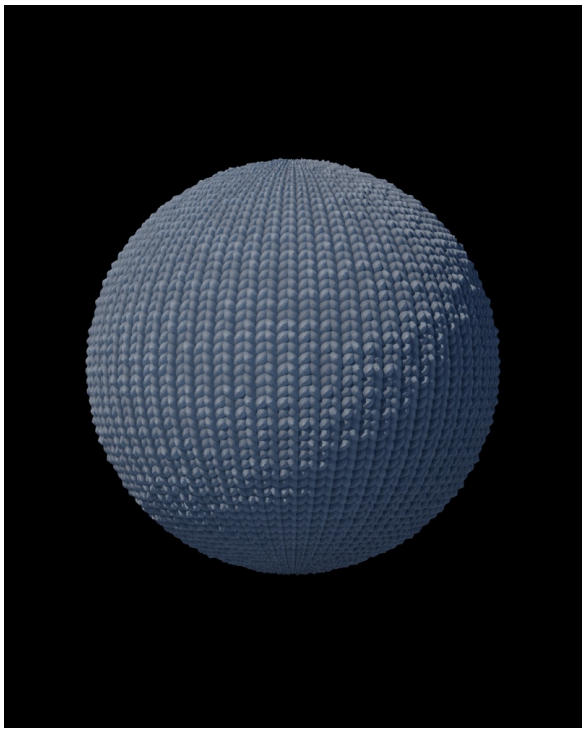
With displacement



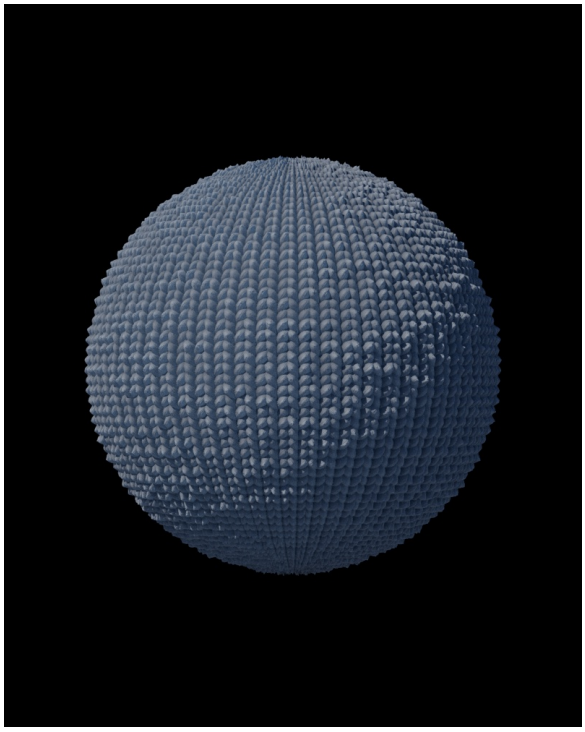
Displacement Min / Max = -1 / 1 cm



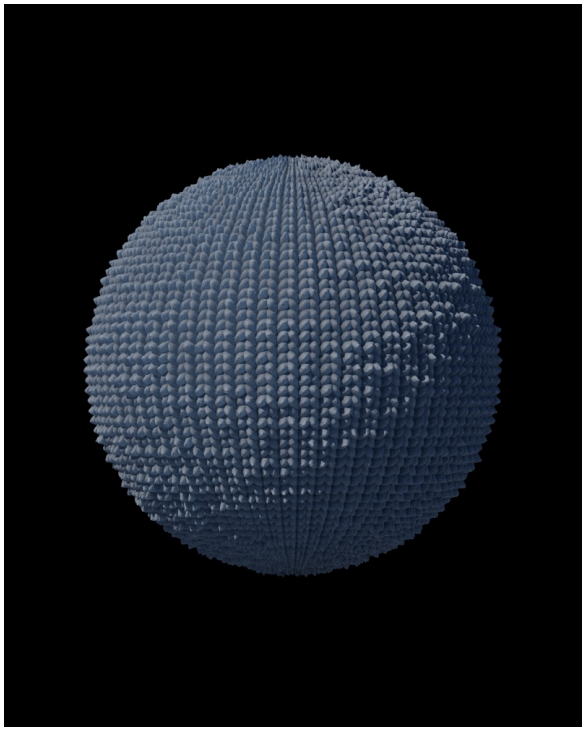
Displacement Min / Max = -2 / 2 cm



Displacement Min / Max = -3 / 3 cm



Displacement Min / Max = -4 / 4 cm



Displacement Min / Max = -5 / 5 cm