

Bercon Noise

This page provides information on the Bercon Noise texture in V-Ray for Blender.

Overview

V-Ray Bercon Noise is a procedural noise texture that offers a great deal of control. It allows you to change both the Noise Type and also to specify a Fractal type to use as well. If a texture is connected to the Distortion channel then this texture will be used to distort the noise produced.

UI Path

[[Node Editor]] > **Add > Textures > Bercon Noise**

Node

Uvwgen – The uvw generator for the texture.

Noise Map1 – Controls the choice of color for the dark color used by the texture.

Noise Map2 – Controls the choice of color for the light color used by the texture.

Dist Map/ Dist Map2 – Distortion map that works similarly to a bump map. Solid colors have no effect.

Tex Size – Controls the size of the noise procedural produced.

Tex Low – Controls the color of the large details. Low values are lighter, higher values are darker.

Tex High – Controls the color of the smaller details. Low values are lighter, higher values are darker.

Tex Phase – Texture input for the phase parameter.

Tex Spread – Texture input for the spread parameter.

Tex F1/Tex F2/Tex F3/Tex F4 – Texture input for the corresponding parameter.

Tex Levels – Texture input for the fractal levels.

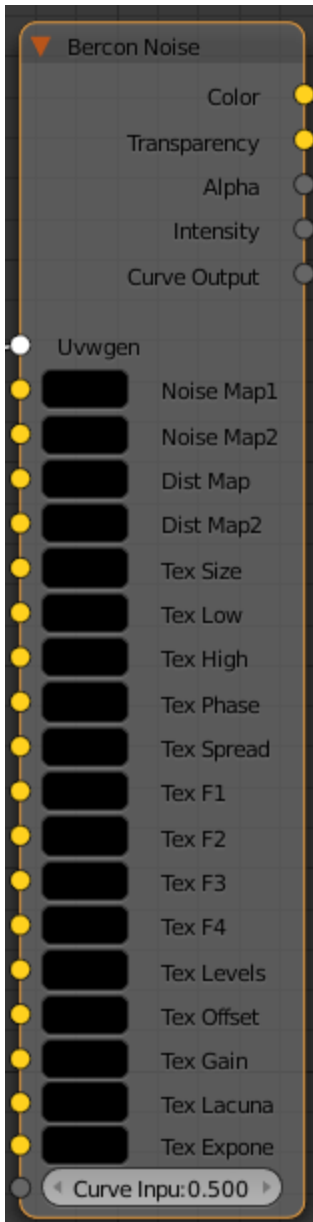
Tex Offset – Texture input for the fractal offset.

Tex Gain – Texture input for the fractal gain.

Tex Lacunarity – Texture input for the fractal lacunarity.

Tex Exponent – Texture input for the exponent.

Curve Input – Input for a curve texture map. If a curve is used the output value is taken from this texture.



Parameters

Alpha From Intensity – Specifies where to take the alpha from.

Bitmap alpha – This is the default setting. With this option selected, V-Ray renders the material the same on both sides.

Color intensity/luminance – Renders the back side of polygons as invisible for the camera.

Force opaque – Renders the back side of polygons as invisible to all rays, except shadow rays.

Compatibility with – Select the compatibility type for the exported map from Max or Maya.

Distortion Strength – Specifies the distortion strength.

Exponent – Texture for the exponent.

Gain – Texture for the fractal gain.

Lacunarity – Texture for the fractal lacunarity, that is the size distribution of the holes.

Levels – Texture for the fractal levels.

Offset – Texture for the fractal offset.

Fractal – Allows the choice of fractals to be used by the procedural noise. It allows choices of **None** (no fractal shall be used if this is selected), **Fractal**, **Turbulence**, **fBm**, **fBm Turbulence**, **Hetero Terrain**, **Hybrid Multi Fractal** and **Ridged Multi Fractal**. When a choice other than None is chosen channels appear that allow control of the specified fractal type.

H – Specifies the height of the texture sector.

High – Controls the color of the smaller details. Low values are lighter, while higher values are darker.

Invert – Enable to invert the color of the texture.

Invert Alpha – Enable to invert the texture alpha. Please note, that the **Invert** option has to be enabled, otherwise only the color is inverted.

Jitter – The amount of random placement variation.

Low – Controls the color of the large details. Low values are lighter, while higher values are darker.

Color 1 – Controls the choice of color for the dark color used by the texture.

Color 2 – Controls the choice of color for the light color used by the texture.

Noise Type – Allows the choice of which noise type to use for the procedural texture. Giving a choice between **Perlin 2D**, **Perlin 3D**, **Perlin 4D**, **Simplex 2D**, **Simplex 3D**, **Simplex 4D** and **Worley (Voronoi)**.

Phase – Texture for the phase.

Size – Controls the size of the noise procedural produced.

Placement Type – Select how to place the texture.

Whole texture is valid
Crop
Place

Tile U/Tile V – Enable to choose between a horizontal or vertical tiling.

U – U coordinate of the texture sector.

UV noise phase – Specifies the UV noise phase.

Use Curve Input – If enabled, the gradient value is taken from this texture. *Please note, this option does not work with V-Ray GPU.*

Use distortion – Enables distortion of the texture.

UV noise amount – Specifies the UV noise amount.

Animate UV noise – If enabled, the noise is animated. Use the UV noise phase to animate the noise.

UV noise levels – Specifies the UV noise iterations.

UV noise size – Specifies the UV noise size.

UVW – Controls how the procedural texture is mapped and gives a choice between **Normal**, **Radial** and **Spherical**.

V/W – Specifies the V/W coordinates of the texture.

F1/F2/F3/F4 –

Distance – Specifies the worley distance.

Spread – Specifies the worley spread.

Node: Bercon Noise

Alpha From Intensity:

Bitmap alpha

Compatibility With:

Max

Distortion Strength:

0.100

Exponent:

0.000

Gain:

5.000

Lacunarity:

0.000

Levels:

3.000

Offset:

0.000

Fractal:

None

H:

1.000

High:

1.000

☐ Invert

☒ Invert Alpha

Jitter:

0.000

Low:

0.000

Color 1:

Color 2:

Noise Type:

Perlin 2D

Phase:

0.000

Size:

25.000

Placement Type:

Whole texture is valid

☐ Tile U

☐ Tile V

U:

0.000

UV noise phase:

0.000

☐ Use Curve Input

☐ Use distortion

UV noise amount:

1.000

☐ Animate UV noise

UV noise levels:

1.000

☐ UV noise on

UV noise size:

1.000

UVW:

Normal

V:

0.000

W:

1.000

F1:

1.000

F2:

0.000

F3:

0.000

F4:

0.000

Distance:

Linear

Spread:

3.000