V-Ray UV Bercon

This page provides information on the V-Ray UVWGenBercon node.

Overview

The V-Ray UVWGenBercon node is a V-Ray implementation of a UV coordinates generator for Bercon texture maps.

Features such as driving the parameters (e.g. Distortion) of one Bercon Noise texture by using another's output will not work as expected unless this specific UV mapping VOP is connected as the "uvwgen" input.

Parameters

Mapping Type – Controls how the procedural texture is mapped. Giving a choice between *Explicit Map Channel 2D*, *Explicit Map Channel Real World*, *Object XYZ*, *World XYZ*, and *Screen*.

Transform Offset – Controls the offset of the generated noise.

Transform Size – Controls the transform size of the procedural noise.

Transform Angle – Controls the transform angle of the procedural noise.

Tile – Controls the transform tiling of the procedural noise. You can select to either *Continue*, *Stretch*, *Tile*, *Mirror* or deselect *(None)* the way the texture pattern appears along the corresponding axis.

Variance Offset – Adds a transform offset variation to the generated noise.

Variance Size – Controls the variance size of the procedural noise.

Variance Angle – Controls the variance angle of the procedural noise.

Seed – An integer used as a starting point for the random generator. Different values produce different noise randomly.

Random by Material – Randomizes the variance value based on material ID, when the texture is connected to more than one material.

Random by Object – Randomizes the variance value based on the object ID.

Random by Particle – Randomizes the variance value based on the particle ID.

2D Mode –

Camera Space – Enables calculations in camera space.

Mapping Type	Explicit Map Channel 2D		
Transform Offset	0	0	0
Transform Size	1	1	1
Transform Angle	0	0	0
Tile	Continue	Continue	Continue
Variance Offset	0	0	0
Variance Size	0	0	0
Variance Angle	0	0	0
Seed	12345		

☐ Random by Material
☐ Random by Object
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