

V-Ray Bercon Distortion

This page provides information on the V-Ray Bercon Distortion Texture.

Overview

The Bercon maps were originally developed by Jerry Ylilammi (<https://www.ylilammi.com/posts/2013-09-30-berconmaps>) as open-source plug-ins for 3ds Max. Source code ported to V-Ray Standalone by Chaos Software Ltd.

Main

Cam Space – Enables calculations in camera space.

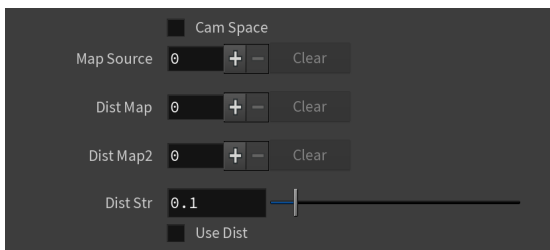
Map Source – Specifies the number of map sources.

Dist Map – Specifies the number of distortion maps.

Dist Map 2 – Specifies the number of distortion maps.

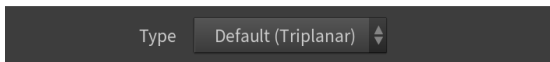
Dist Str – Specifies the distortion strength. Solid colors have no effect and the more contrast in the connected texture, the more visible the distortion.

Use Dist – Enables the use of distortion. When a texture map is connected to this channel, it distorts the V-Ray Bercon Distortion texture depending on the texture map.



Mapping

Type – Specifies the mapping type.



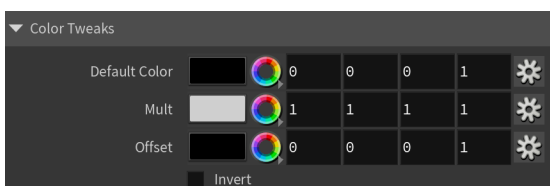
Color Tweaks

Default Color – Specifies a color when there are no valid uvw coordinates.

Mult – Specifies a multiplier for the texture color.

Offset – Color corrects the texture by adding the RGB color values specified here to the RGB color values in the texture.

Invert – When enabled, the resulting texture color is inverted.



Alpha Tweaks

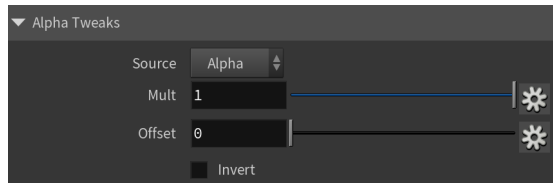
Source – Specifies the alpha source from *Alpha*, *Color*, and *Opaque*.

Use – Differentiates between textures exported from different applications. You can choose between *Color Intensity (3ds Max)* and *Color Luminance (Maya)*.

Mult – Specifies a multiplier for the texture alpha.

Offset – Specifies an additional offset for the texture alpha.

Invert – When enabled, the resulting texture alpha is inverted, too. If disabled, just the color is inverted.



Placement

Placement Type – Specifies the way the valid portion of the texture is applied. The options are *Full*, *Crop*, and *Place*.

U/V – Specifies the U/V coordinates of the valid texture sector.

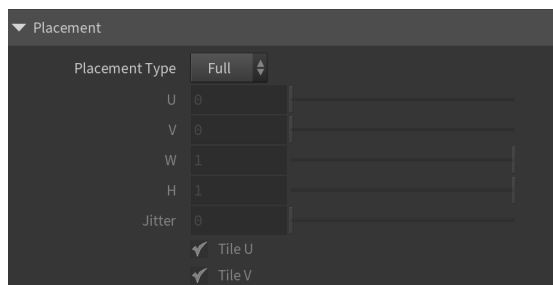
W – Specifies the width of the valid texture sector.

H – Specifies the height of the valid texture sector.

Jitter – Specifies the amount of random placement variation.

Tile U – When enabled, there is horizontal tiling.

Tile V – When enabled, there is vertical tiling.



UV Noise

Enabled – Enables the UV noise.

Amount – Specifies the UV noise amount.

Levels – Specifies the UV noise iterations.

Size – Specifies the UV noise size.

Animated – When enabled, the noise is animated.

Phase – Specifies the UV noise phase.

▼ UV Noise

☒ Enabled

Amount

1

Levels

1

Size

1

☒ Animated

Phase

0

