

V-Ray Bercon Grad

This page provides information on the V-Ray Bercon Grad 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.

The V-Ray Bercon Grad texture combines features of Gradient Ramp, Falloff, and Particle Age maps and expands them even further. It provides an easier control of color variations between objects and particles.

Main

Color Ramp – A gradient ramp for the Bercon Grad color.

Cam Space – Enables calculations in camera space.

Texture Map – Specifies a texture used for mapped gradient ramp.

Gradient Type – Specifies the gradient type from the following: *1D Linear*, *2D Radial*, *2D Rectangle*, *2D Diagonal*, *2D Pong*, *2D Spiral*, *2D Sweep*, *2D Tartan*, *3D Spherical*, and *3D Box*.

Interpolation – Specifies how to interpolate between textures. You can choose between *Linear*, *Smooth*, *Solid Nearest*, *Solid Left*, and *Solid Right*.

Ior – Specifies Fresnel IOR to use.

Reverse – Specifies whether to reverse the gradient.

Range Min/Range Max – Defines the range a gradient is drawn.

Range Loop – Specifies how the gradient behaves from *None*, *Tile*, *Mirror*, *Stretch*.

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

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

Dist Map – Specifies a distortion map.

Type – Specifies a type of placement from *UVW*, *Normal*, *Distance*, *Light*, *Map*, *Random*, *Particle Age*, *Particle Speed*, and *Particle Size*.

Normal Type – Specifies the falloff direction to be used by the **Normal Function**:

View – Uses the camera viewing direction. This is the most common selection.

Local X / Local Y / Local Z – Uses one of the object's local axes.

World X / World Y / World Z – Uses one of the world axes.

Camera X / Camera Y / Camera Z – Uses one of the camera's axes.

To Object

Object Z

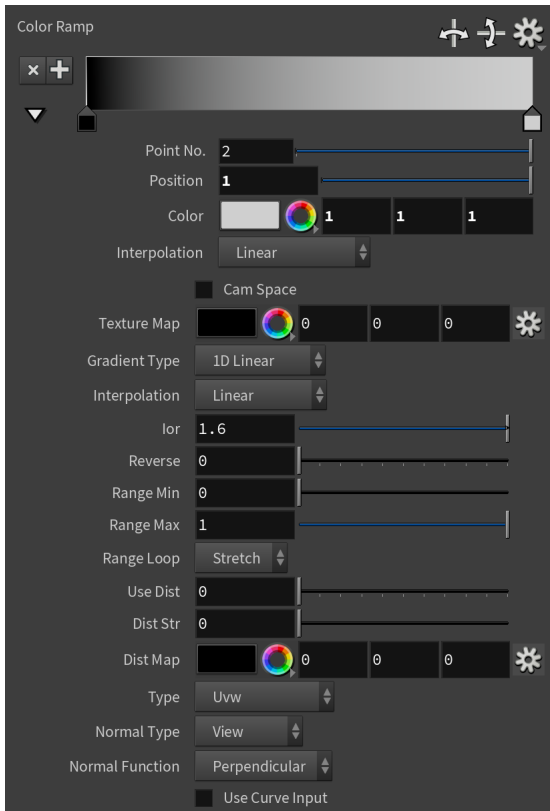
Normal Function – Specifies the type of falloff:

Perpendicular – The falloff depends on whether the normal specified by the **Normal Type** is parallel or perpendicular to the camera.

Towards – The falloff depends on whether the normal specified by the **Normal Type** faces the camera towards or backwards.

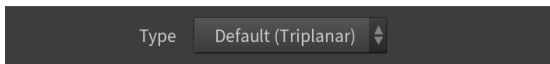
Fresnel – The falloff depends on the **IOR**.

Use Curve Input – Specifies whether to use Bezier curves.



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

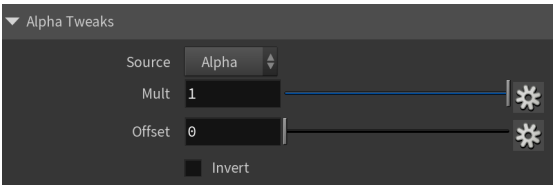
Source – Specifies the alpha source from *Alpha*, *Color*, and *Opaque*.

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.

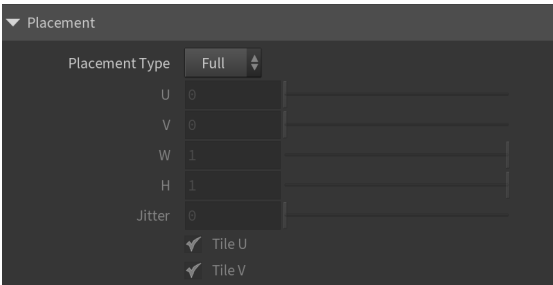
W – Specifies the width of the valid texture sector.

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.

