# Corona Pattern Modifier
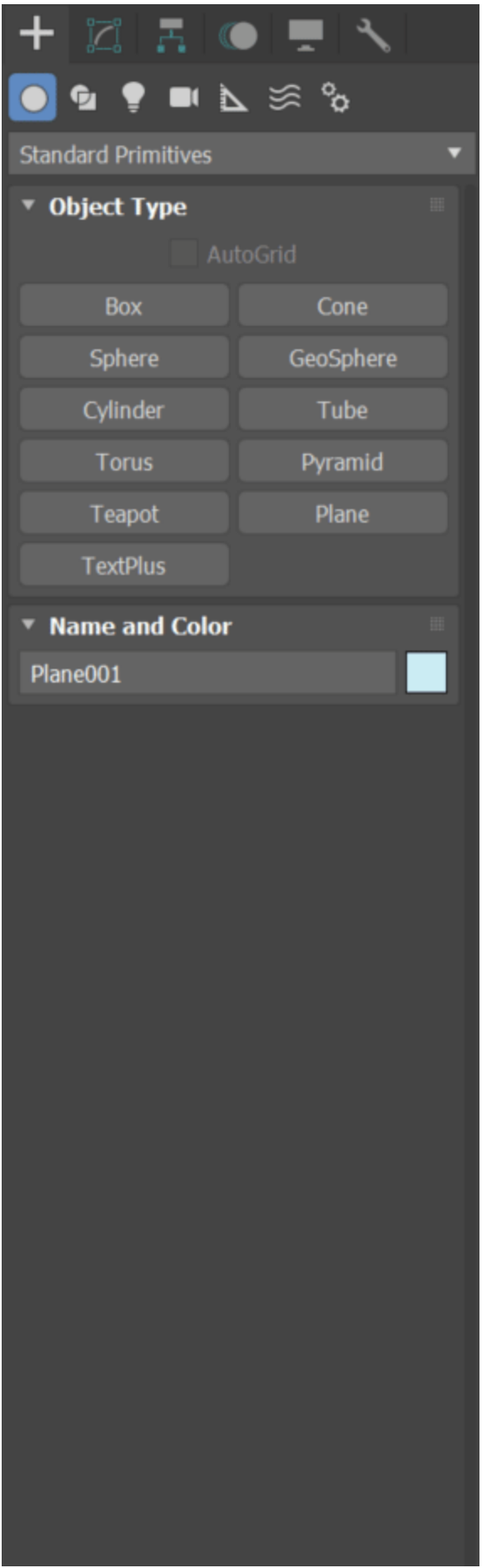
This page provides information on the Corona Pattern Modifier, its settings, and usage.

**See also:** How to use Corona Pattern at Chaos Help Center
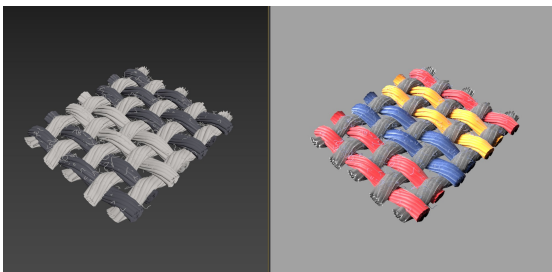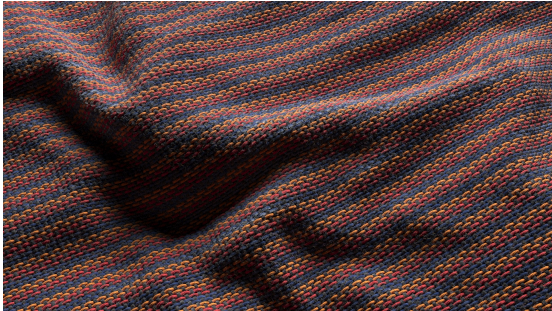
## Overview

The Corona Pattern Modifier (CoronaPatternMod) can be used to cover a base object with a 3D pattern generated by repeating another object over the base object's surface.

UI Path: ||Main Toolbar|| > Modifier List > CoronaPatternMod

## Standard Primitives

### ▼ Object Type

☐ AutoGrid

| | |
|---|---|
| Box | Cone |
| Sphere | GeoSphere |
| Cylinder | Tube |
| Torus | Pyramid |
| Teapot | Plane |
| TextPlus | |

### ▼ Name and Color

Plane001

It is not possible to convert Corona Pattern base object into Editable Mesh.





## Tutorial: Corona Pattern with 3ds Max

You can download sample pattern presets **here**.

A wide variety of ready-to-use Pattern objects are available right in the Cosmos assets. To use any of these, open the Cosmos Browser from the host app and navigate to the 3D Models > Enmesh - Pattern section.

## Settings

### Pattern Node

**None** – Selects a geometry node that will be repeated as a pattern on the base object.

**Crop box size X** – Croppping the box size in X axis.

**Crop box size Y** – Croppping the box size in Y axis.

**Crop box size Z** – Croppping the box size in Z axis.

**Fit in object space** – Fits the crop box closely around the pattern node in the pattern node object space (the axes of the crop box are equal to the axes of pattern local space).

**Fit in world space** – Fits the crop box closely around the pattern node in the world space - taking into account the pattern node transformation to the world space (the axes of the crop box are equal to the axes of world space)

**Pattern height** – Changes the height of the pattern along the base object normals. The default value of 1 corresponds to the unmodified height of the crop box.

**Pattern offset** – Offsets the pattern along the base object normals. The default value of 1 corresponds to having the pattern fully above the base object, while the value of -1 corresponds to the pattern being fully below the base object.

## Render Settings

**ID mode** – Selects what type of IDs (e.g. primitive ID, polygon ID, material ID, etc.) are output by the pattern geometry.

> **Pattern Object** – IDs are taken from the pattern object.
> **Base Object** – IDs are taken from the base object.

**JVW mode** – Selects what type of texture mapping coordinates (UVWs) are output by the pattern geometry.

> **Pattern Object** – UVWs are taken from the pattern object.
> **Base Object** – UVWs are taken from the base object.

**Render base object** – If switched on, the base object mesh is rendered along with the repeated pattern geometry.

**Use pattern material** – If switched on, the material used on the repeated pattern is taken from the pattern node. Otherwise, the material is taken from the base node.

**Restrict on material ID** – If switched on, the repeated pattern is only shown at triangles of the base object that have the selected material ID. The triangles of the base object with different material IDs will be displayed without the pattern (unmodified).

**Material ID** – Selects the material ID.

## UVW Space

**UVW Channel** – Selects the UVW map channel.

**Offset U** – Controls the horizontal rotation.

**Offset V** – Controls the vertical rotation.
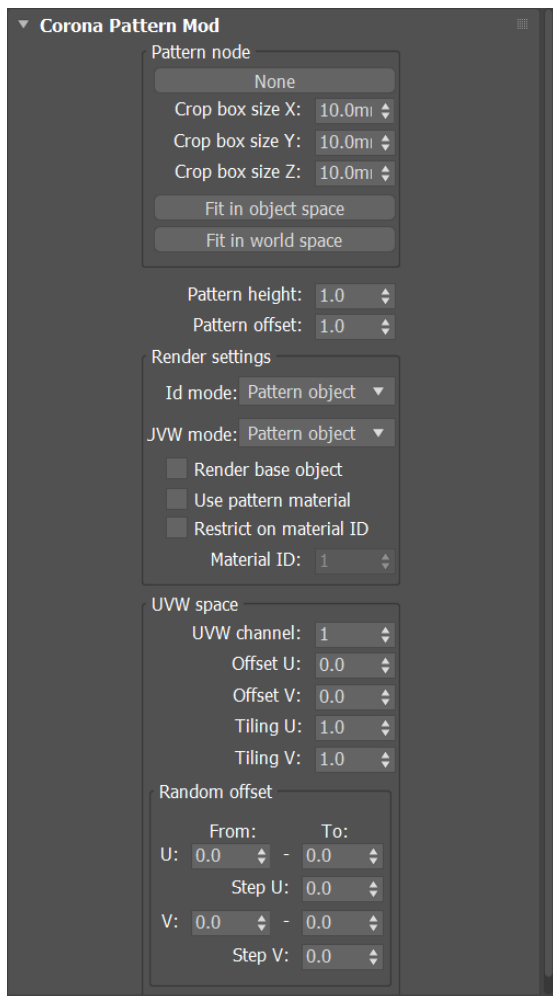
**Tiling U** – Controls the horizontal repetition.

**Tiling V** – Controls the vertical repetition.

## Random offset

**Step U** – Using a non-zero step restricts the possible random offsets to just multiples of the value.
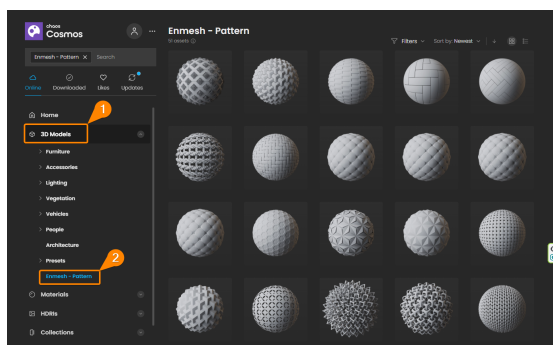
**Step V** – Using a non-zero step restricts the possible random offsets to just multiples of the value.

## Corona Pattern and Chaos Cosmos

A wide variety of ready-to-use Pattern objects are available right in the Cosmos assets.

To use any of these, open the Cosmos Browser from the host app and navigate to the **3D Models > Enmesh - Pattern** section.



## Corona Pattern Modifier Use Cases