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Detailed table of content

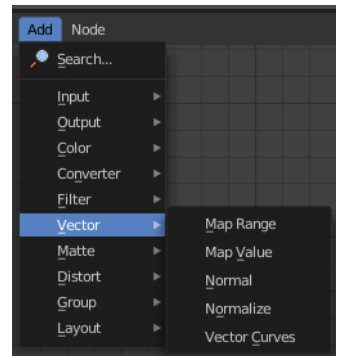
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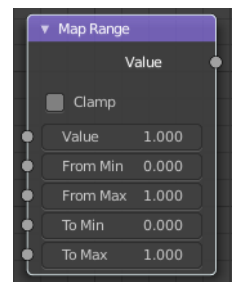
Add menu - Vector

Here you find nodes that deals with vector data.



Map Range Node

This node allows to convert (map) an input value range into a destination range. By default, values outside the specified input range will be proportionally mapped as well. This node is similar to Map Value node but provides a more intuitive way to specify the desired output range.



Usage

One important use case is to easily map the original range of the Z-depth channel to a more usable range (i.e: 0.0 - 1.0) for use as a matte for colorization or filtering operations.

Inputs

Value

Standard value input.

From Min/Max

Start/End of the input value range.

To Min/Max

Start/End of the destination range.

Properties

Clamp

Clamps values to Min/Max of the destination range.

Outputs

Value

Standard value output.

Map Value

Map Value node is used to scale, offset and clamp values.

Inputs

Value

Standard Value input. (Value refers to each vector in the set.)

Properties

Offset

Factor added to the input value.

Size

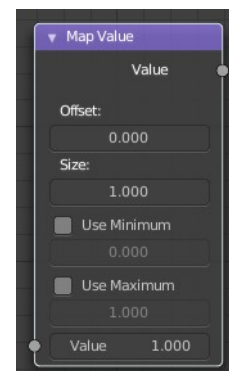
Scales (multiply) the input value.

Use Minimum, Maximum

Enable this to activate their related operation.

Min, Max

Defines a range between minimum and maximum to clamp the input value to.



Outputs

Value

Standard value output.

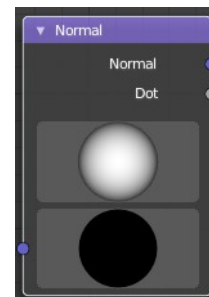
Normal

The Normal node generates a normal vector and a dot product.

Inputs

Normal

Normal vector input.



Properties

Normal Direction

To manually set a fixed normal direction vector. LMB click and drag on the sphere to set the direction of the normal. Holding Ctrl while dragging snaps to 45 degree rotation increments.

Outputs

Normal

Normal vector output.

Dot

Dot product output. The dot product is a scalar value.

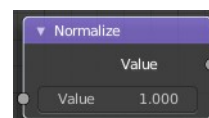
If two normals are pointing in the same direction the dot product is 1.

If they are perpendicular the dot product is zero (0).

If they are anti parallel (facing directly away from each other) the dot product is -1.

Normalize

Find the minimum and maximum values of a single channel. Then map the values to a range of 0 and 1.



Inputs

Value

Standard value input.

Outputs

Value

Standard value output.

Vector Curves

The Vector Curves node maps an input vector components to a curve.

Inputs

In the shader context the node also has an additional Factor property.

Vector

Standard vector input.

Properties

Channel

Channel buttons

X, Y, Z. Clicking on one of the channels displays the curve for each.



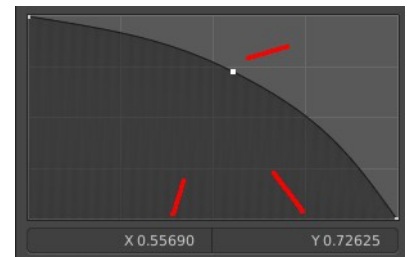
Curve edit field

Create and tweak a Bezier curve that varies the input levels (X axis) to produce an output level (Y axis).

Selecting Points

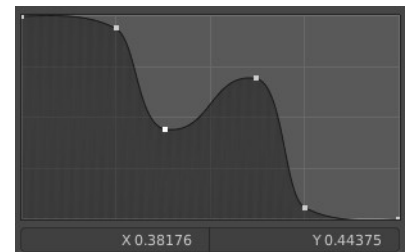
You can select curve points. This reveals two edit boxes for the x and y coordinate of this point.

Selected points can be moved around. Left click at them, hold the mouse button down and move them to a new location.



Adding Points

You can add new curve points by simply left clicking at the curve. Move the mouse to position them where you need it.



Navigation elements

The navigation elements at the top are described from left to right.

Zoom in and out

The two buttons with the magnifying glass at it zooms in and out in the curve window.



Tools

Tools is a menu where you can find some curve related tools.

Reset View

Resets the curve windows zoom.

Vector Handle

Set handle type to Vector.

Auto Handle

Set handle type to Auto.

Auto Clamped Handle

Set handle type to Auto Clamped.

Extend horizontal

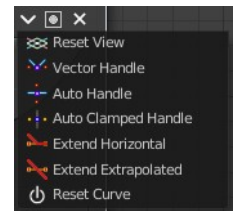
Extends the curve before the first curve point and behind the last curve point horizontally.

Extend extrapolated

Extends the curve before the first curve point and behind the last curve point extrapolated.

Reset Curve

Resets the curve to the initial shape.

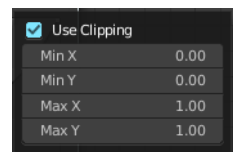


Use Clipping

Clipping options. Set up clipping for the stroke.

Delete Points

Deletes selected curve points.



Outputs

Vector

Standard vector output.
