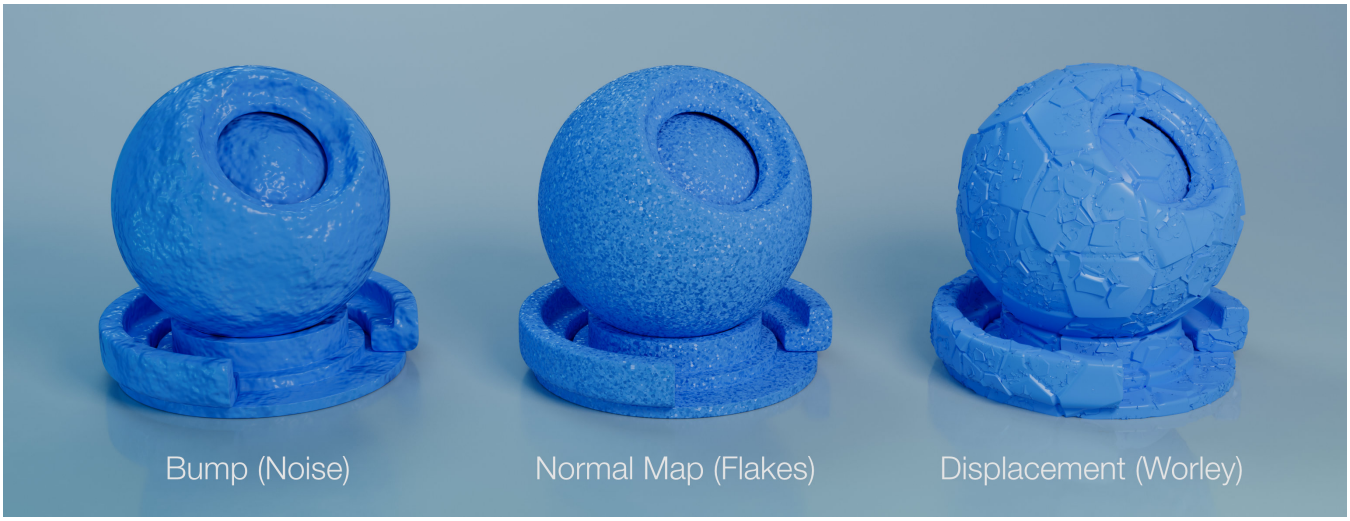
Bump / Normal / Displacement Map - EXCERPT

Type

Specifies the type of mapping desired – *Bump Map, Normal Map* or *Displacement Map.* In the case of a *Normal Map*, a color is expected in as a value, it can be encoded in the style or DirectX or OpenGL. In case of *Bump Map* or *Displacement Map* the shader will only consider the R value. Displacement maps can be interpreted as having their center value (the one that produces no effect) at 0.0 or 0.5. Displacement is performed in Object Space, so the scale of the geometry affects its intensity. For more intuitive results, a value of 1 for the object scale is recommended. The Displacement bound used is 1, so the ideal range of values is from 0 to 1. Above 1, displacement cracks might occur. Below 1 it might be inefficient. To achieve displacements bigger that 1, using the Intensity control is recommended.



Value

A colour input specifying bump direction (*Normal Map*) or intensity (*Bump Map* / *Displacement Map*).

Intensity

Specifies how intense is the the bump/normal/displacement mapping effect. A value of 0 means that geometry or normals will stay unchanged whereas a value of one will affect them fully.

Layers Affected

Select to apply bump/normal mapping to the Coating, Base Layer or Both Layers (default). Has no effect when Type is set to *Displacement Map.*