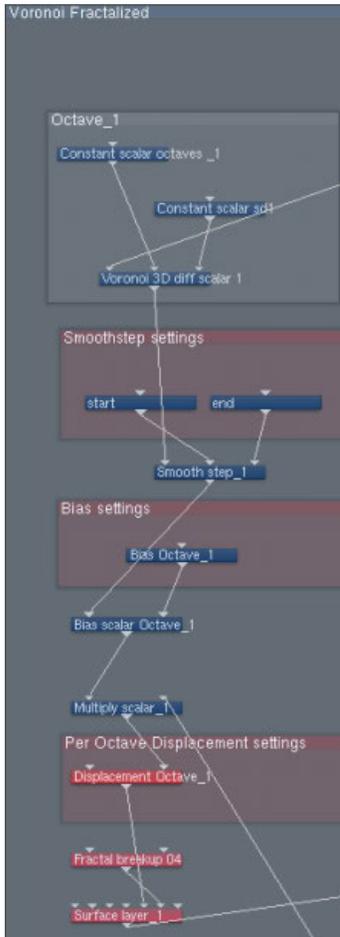


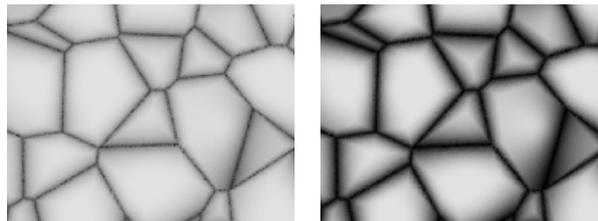
3D Digital Graphics

Voronoi Fractalized



To get a basic understanding of how this works lets not look at all 4 octaves but just one, each octave functions the same way. Below the Per Octave Displacement settings are layer nodes that join the 4 Octaves.

The top has a common Get position in texture - then your voronoi noise with seed and scale controls, the higher the octave # the smaller the scale I have set - see the overall settings (Misc.) for transform settings. The red bars are where you will find adjustment settings.

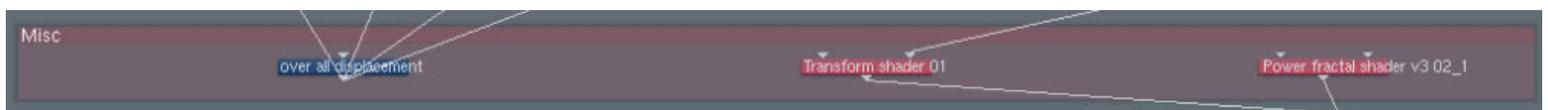


Preview window samples

To work with smoothstep and bias I recommend double clicking the "Bias scalar Octave" node and open a shader preview window, Now open the settings - start, end and Bias Octave. With all 3 settings open you can now play with the settings and see it update in the preview window. For faster preview results you can pause the main preview.

Here you can change the displacement amount for each octave, it seems better to have smaller values for the smaller scale octaves.

Overall settings



over all displacement

It changes the displacement for all 4 octaves at once
(It will not override the individual settings)

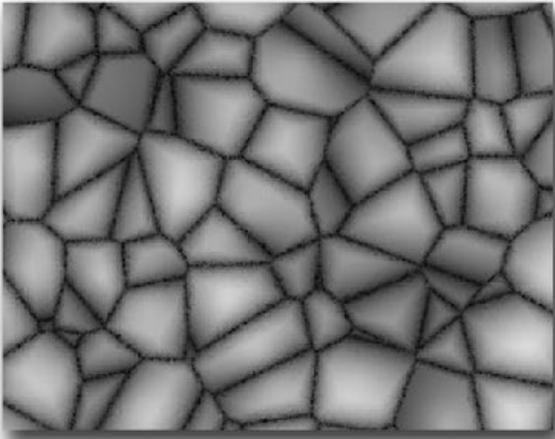
Transform shader

Scales all 4 octaves at once
(It will not override the individual settings)

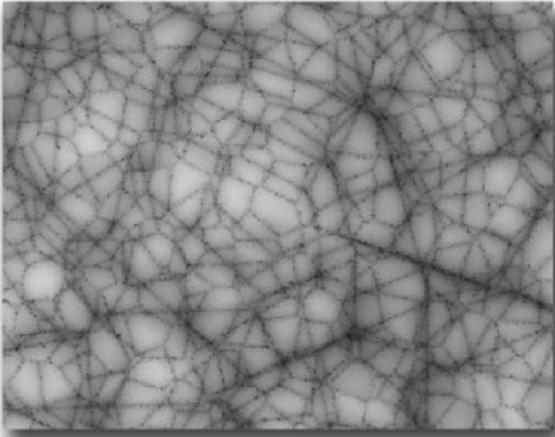
The Power fractal shader

drives the Warp shader -
Use the displacement tab and
the displacement amplitude to change the
amount of warp being applied.
Most other settings will affect the warp.
This is a good one to play around with, it can
really affect the look.

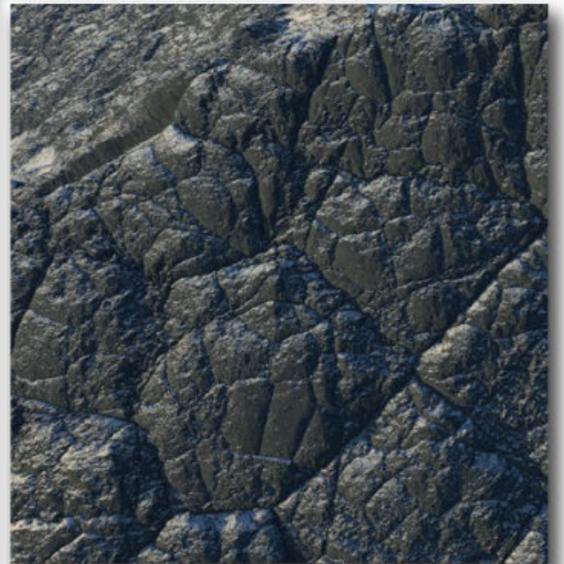
To hook it up in your scene use the output on the Warp shader 01, add a Surface layer node to your scene and use a child layers hook up point.

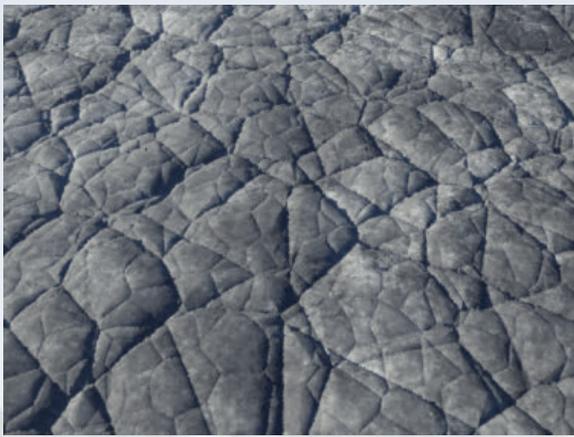


Voronoi

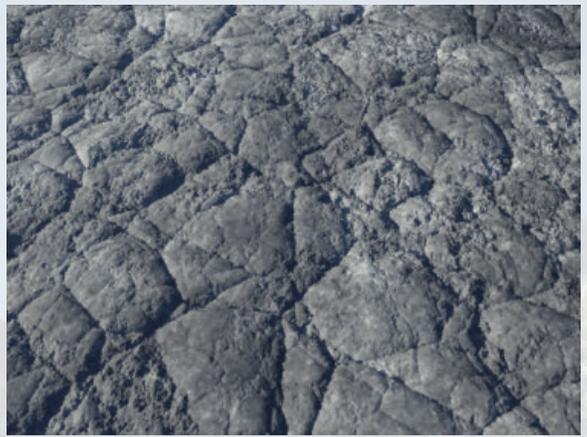


Fractalized Voronoi

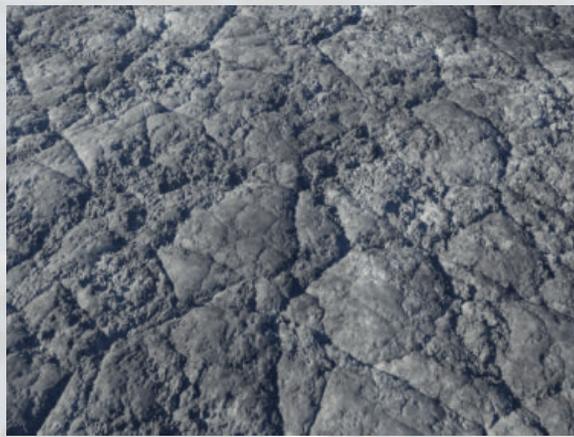




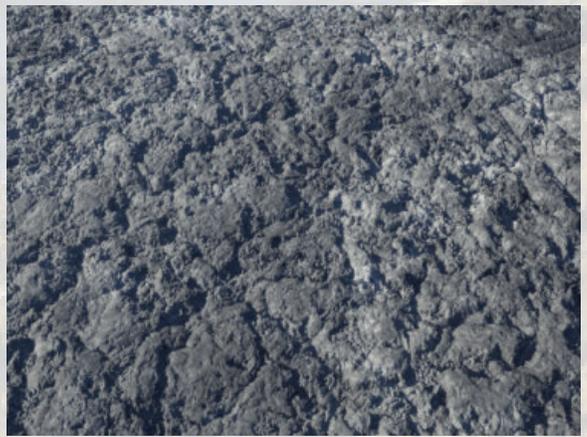
basic settings



basic settings medium warp



basic settings large warp



basic settings massive warp



medium warp