

PN Clouds Ino

Generates a cloud pattern image.

The pixel values of the noise will be centered at:

8bits Image: 128 (0x80)

16bits Image: 32768 (0x8000)

Note that larger and smaller values are not necessarily even.

--- Settings ---

Size

Defines the size of the pattern.

Smaller values result in a smaller pattern, bigger ones in a bigger pattern.

The unit is mm.

The default value is 10.

Z

Allows for changing the pattern over time.

For example, from frame 1 to 24 it can change from 0 to 1.

The default value is 0.

Octaves

Defines the detail level for the cloud pattern.

Specify an integer from 1 to 10.

With higher values there will be more detail in the noise.

The default value is 1.

Persistence

Specify the strength of the noise in the cloud pattern.

Alpha Rendering

When inactive it fills in the maximum Alpha value, so the entire image will be opaque.

When active, it feeds the same image in the Alpha channel, as in the RGB channels.

The default setting is active.