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Map Range Node

The *Map Range* node remaps a value from a range to a target range.

Inputs

Value/Vector

The input value or vector to be remapped.

From Min

The lower bound of the range to remap from.

From Max

The higher bound of the range to remap from.

To Min

The lower bound of the target range.

To Max

The higher bound of the target range.

Steps

The number of values allowed between *To Min* and *To Max* when using *Stepped Linear* interpolation. A higher value will give a smoother interpolation while lower values will progressively quantize the input.

Properties

Data Type

Map Range supports both Float and Vector data types. Changing the data type will also update the sockets to reflect the data type chosen.

Interpolation Type

The mathematical method used to transition between gaps in the numerical inputs.

Linear:

Linear interpolation between From Min and From Max values.

Stepped Linear:

Stepped linear interpolation between From Min and From Max values.

Smooth Step:

Smooth Hermite edge interpolation between From Min and From Max values.

Smoother Step:

Smoother Hermite edge interpolation between From Min and From Max values.

Clamp

If enabled, the output is clamped to the target range.

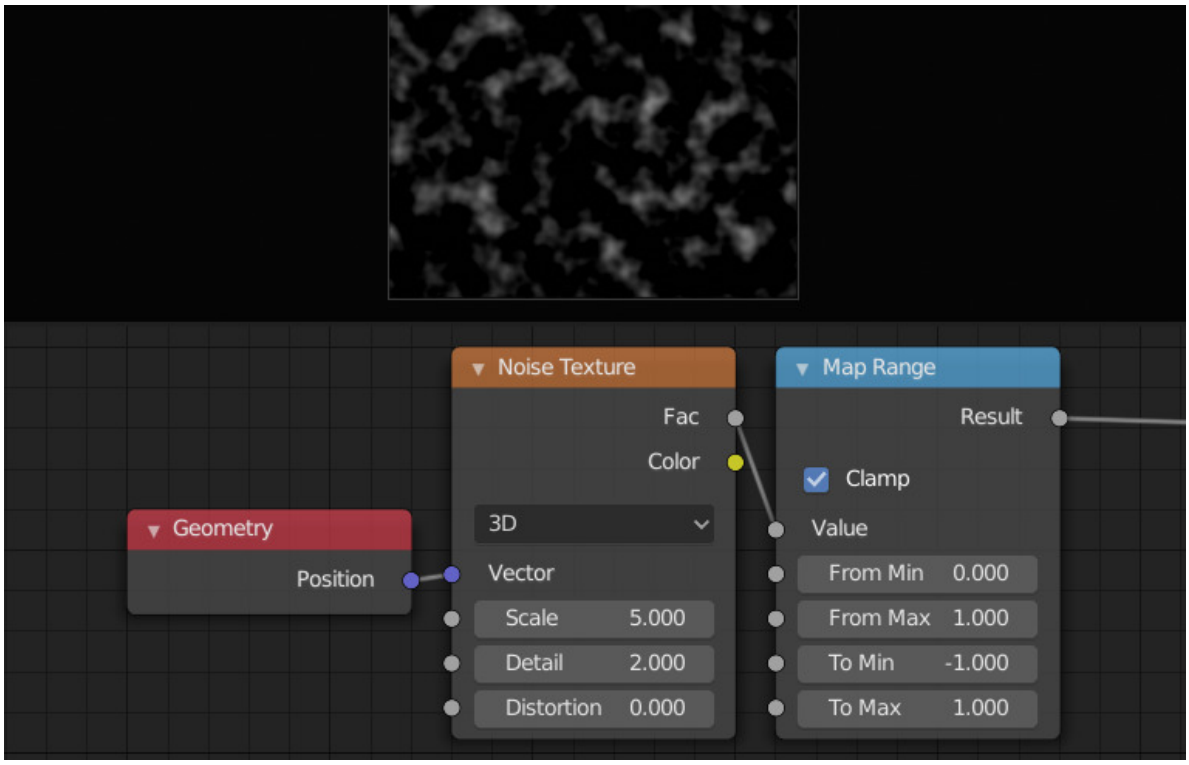
Outputs

Result/Vector

The input value after remapping.

Examples

The *Noise Texture* node outputs a value in the range [0, 1]. We can use the *Map Range* node to remap this value into the range [-1, 1].



Example of Map Range node.

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