

# PN Clouds Ino

Generates a cloud pattern image.

pixel value,

8bits Image 128(0x80)

16bits Image 32768(0x8000)

Will be the center noise value.

It should be noted that this value is greater than the noise value and a small value will not be necessarily be even.

--- Settings ---

Size

Specify the size of the noise for the pattern.

Using a reduced value makes a small pattern, a bigger value makes a large pattern.

The unit is mm.

The default value is 10.

Z

Continuously changes the image.

For example, from 1 to 24 frames it changes from 0 to 1.

The default value is 0.

Octaves

Determine the detail of the cloud pattern.

Specify an integer from 1 to 10.

More detail in the noise will appear as the number increases.

The default value is 1.

Persistence

Specify the strength of the details in the noise of the cloud pattern.

Alpha Rendering

When OFF fill in the maximum Alpha value, over the entire surface will be opaque.

When ON it produces the same image as the RGB over the Alpha channel.

The default setting is ON.