IDEASCALE NODEPACK
Adjustments, Procedurals & Shaders

Release Notes: v 1.20   Date: 5 March 2014

Best bits of 1.20

- a shader mimicking Mental Ray's mia_material_x in look and handling
- new procedurals Dots, Stripes, Weave, superEllipse + superShape
- Noises and Procedurals can now be optionally evaluated in UV Space

Requirements

- this Nodepack requires Mari 2.5v2 or higher

New Features

- new BRDF Standalone Shader "MIA Material BRDF" mimicking very closely results and handling of Mental Ray's mia_material_x
- new BRDF Difuse Shaders with Energy Conservation such as OrenNayar Difuse
- new BRDF Specular Shaders with Energy Conservation such as WardAnisotropic and WardIsotropic
- new procedural superShape. A complex procedural with an large amount of shape variations based on the "Superformula" (http://en.wikipedia.org/wiki/Superformula).
  Can for example be used to create clothing patterns such as chainmail, denim, star patterns etc.
- new procedural Weave. Cloth/Weave Pattern that you might know from Maya.
- new procedural superEllipse. A procedural creating anything from rounded rectangles to ellipses.
- new procedural Dot Pattern. An improved Dot Procedural which a lot of cool extras
- new procedural Stripes. An improved Stripes Procedural which a lot of cool extras
- new environment Falloff Map with options for Fresnel, Distance etc.. This is not bakeable/convert to paintable but for visual enhancements + channel masking

Feature Improvements

- previously existing noise and fractal nodes can now be switched to UV Space via the "Space/UV Space" Checkbox.
- UI improvements have been made for a variety of nodes to give a more unified user experience between nodes
- Color A/B has been added to "Spotify" Node.
- Adjustment "NormalMapMerge" was deprecated since Mari now has this functionality build in

Pack Contributors

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