IDEASCALE NODEPACK

Adjustments, Procedurals & Shaders

Feature List: v 1.20 www.mari.ideascale.com

General Information

- The Ideascale Shader/Nodepack is an open-source compilation of shaders, adjustments and procedurals for Mari.
- Core features include a vast array of custom noises and fractals as well as new shaders matching offline render packages.

Requirements

- this Nodepack requires Mari 2.5v2 or higher

Feature List

Adjustment Layers:

- *Grade+*
  A Grade Node with more nuke like functionality such as color picking, limit to color channels etc.

- *Normal Map Intensity*
  An Adjustment Layer that let's you easily and mathematically correct adjust the scale of your normal map

- *Threshold*
  A Threshold Adjustment similar to Photoshop's Threshold Function. Added functionality includes support for color thresholding and soft clipping

- *setRange*
  A remap node that let's you enter specific values to remap to. This is similar in behavior to Maya's SetRange Node

- *Vibrance*
  A Vibrancy Adjustment Layer. Changing the Vibrance of colors affects their saturation. However other than a regular Saturation change values are changes based on a curve, saturating lower saturated values first so not to clip colors.

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Geometry Procedurals:

- *Axis Mask*
  A simple Node allowing you to mask based on a direction

- *polySurface Curvature*
  A curvature detection Node. This node is currently in Beta stages and gives tesselated results. It is best to bake the node to textures and run a blur filter on it after to get smooth results.

- *Custom Object Normal*
  Outputs the Object Normal, however other than Mari's standard Normal Node it allows you to modify the the Normals

Environment Procedurals:

- *Falloff Map*
  A Node that allows you to add colors based on effects such as Facing Ratio, ZDepth and Surface Luminance. This node is not bakeable and should be used for visual enhancement or in conjunction with Channel Masking via the Projection Palette.

Noise/Fractal Procedurals:

- *Brownian Motion*, *FBM*
  Two nodes creating fractals based on the Brownian Motion Algorithm.

- *multiFBM*
  Similar to the previous two nodes, this node offers more complexity by letting you map other noises to any value of the main noise.

- *vector FBM*
  A fractal brownian motion with a vector component giving you more organic results

- *ridged MultiNoise* , *Spotify*
  Two nodes giving you distinct ridge lines in your noises. Useful for terrain, marble etc.

- *Cellular Noise*
  An advanced voronoi noise implementation offering you many more options than the Celluar that comes with MARI by default

- *Inigo,Perlin & Turbulence Noise*
  3 Noises with different implementations of Perlin, Simplex and Value Noise.

- *Legacy Cloud, Squiggle, Turbulence, Cellular & Perlin*
  Modifications of the Nodes that ship with MARI including options such as seed, transformations, Color A/B etc.

- *Camo Pattern*
  A procedural giving you a military camo pattern

- *Dots*
  A procedural generating a variety of Dot patterns with a lot of options to modify the look

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- *Stripes*
  A procedural generating a variety of Stripe patterns with a lot of options to modify the l ook

- *superEllipse2d*
  A procedural generating things like rectangles, rounded rectangles, pyramids and ellipses

- *superShape2d*
  An implementation of the "Superformula" allowing for a huge array of different geometric forms. Useful for clothing patterns for example

- *Weave*
  A procedural weave pattern

Shaders:

- *MIA Material BRDF (standalone)*
  A energy conserving shader mimicking mental ray's mia_material_x in look and handling

- *OrenNayar (difuse)*
  A difuse component shader using the Oren Nayar Shading Model

- *Anisotropic / Isotropic (specular)*
  Two specular component shaders adding specular anisotropy/isotropy

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