IDEASCALE NODEPACK

Adjustments, Procedurals & Shaders

Release Notes: v 1.50 Date: 25 June 2014

Requirements

- this Nodepack requires Mari 2.5v2 or higher

New Features

- A full Cylindrical Projection Node, optimized for easy setup in 3D Space.
  Watch the following videos for tips & tricks how to get the most from it:
  https://vimeo.com/93711136 // https://vimeo.com/94145101
- Color Range to Mask - a powerful Adjustment Shader similar to Photoshop's Select Color Range. Demo Video: https://vimeo.com/92507840
- Squid Skin Procedural - organic Noise Pattern
- Cavity Map from Tangent Space Normal - Using a Tangent space normal map will help you generate Cavity Information from the map information similar to XNormal.

Feature Improvements

- Military Camo - a more flexible Camo procedural was added allowing for 3 color steps. Layer them up by setting Color A to transparent for more elaborate effects
- The original Camo Procedural with 2 Colors has been deprecated. You can use the new Military Camo with a Spacing of 0 for the same effect.
- A variety of interface improvements have been made, collapsing less used node groups by default (Mari 2.6v2+ only)

Bug Fixes

- A missing Library Name File within the FunctionLibrary Directory could cause the Nodepack to not load when mixed with single node releases from mari.ideascale.com.
- Hidden Files in the Script Folder would cause the Nodepack to not load
- various fixes for MAC configurations that had issues loading the Nodepack before
- Turning on Displacement in Shaders no longer causes a Shader Error when the Nodepack is installed
- UV Mode for Noises that broke in Nodepack 1.21 Maintenance release is now fixed
- Baking Paint with the Falloff Map active in a Channel Mask no longer causes the baked paint to shift
- Depth Mode on the Falloff Map has been removed due to instability. Use the Depth mask in the Projection Palette instead
- Custom Object Normal, Axis Mask, Paintable Gabor and PolysurfaceCurvature will no longer show an error when used in a displacement preview channel

Known Issues & Workaround

- When a Nodepack Node is used in a Channel, that is plugged into the ChannelMask (Projection Palette), projecting Paint from the Paintbuffer will throw an error. This is related to a MARI Bug that will need to be fixed in the MariCore.The current workaround is to cache any Nodepack Node in the Channel, at which point the Channel Mask will work.

- the paintableGabor can crash nvidia display drivers when used in a Displacement Preview Channel. The current workaround is to cache the GaborNoise.

Developer Notes

- As of this version of the Nodepack <DefaultName> is used for Node names in the Mari Interface. <ID> will no longer be called but is required by Mari to ensure Version consistency. Please refer to the SDK Docs within your Script_Docs/SDK/ Folder for more information