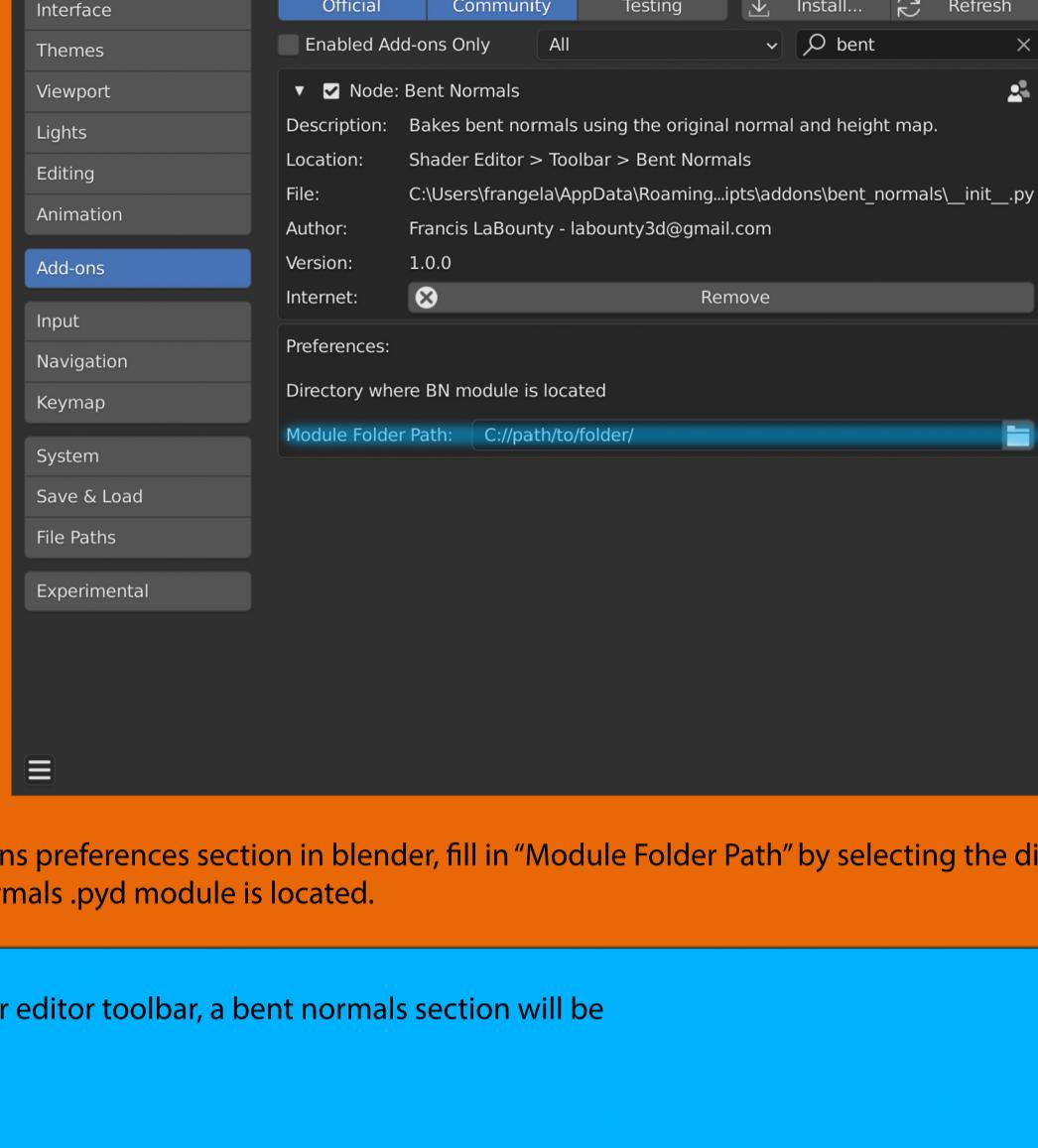


Bent Normals v1.0

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In the add-ons preferences section in blender, fill in "Module Folder Path" by selecting the directory where the bent normals .pyd module is located.

In the shader editor toolbar, a bent normals section will be available.

Properties:

Ray Count - How many rays the algorithm with trace per pixel.

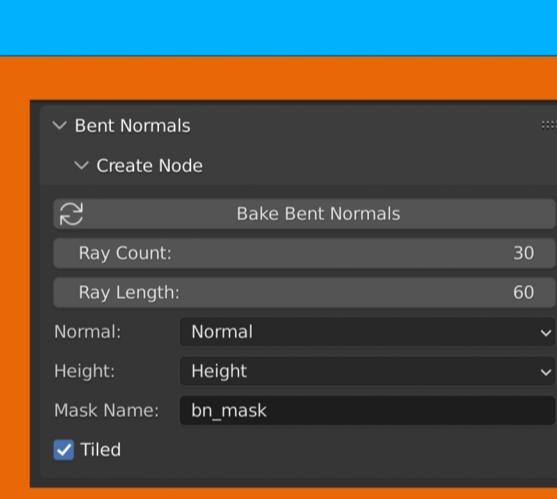
Ray Length - How many pixels a ray will travel before it terminates.

Normal - Original normal texture that will be influenced by the bent normals mask.

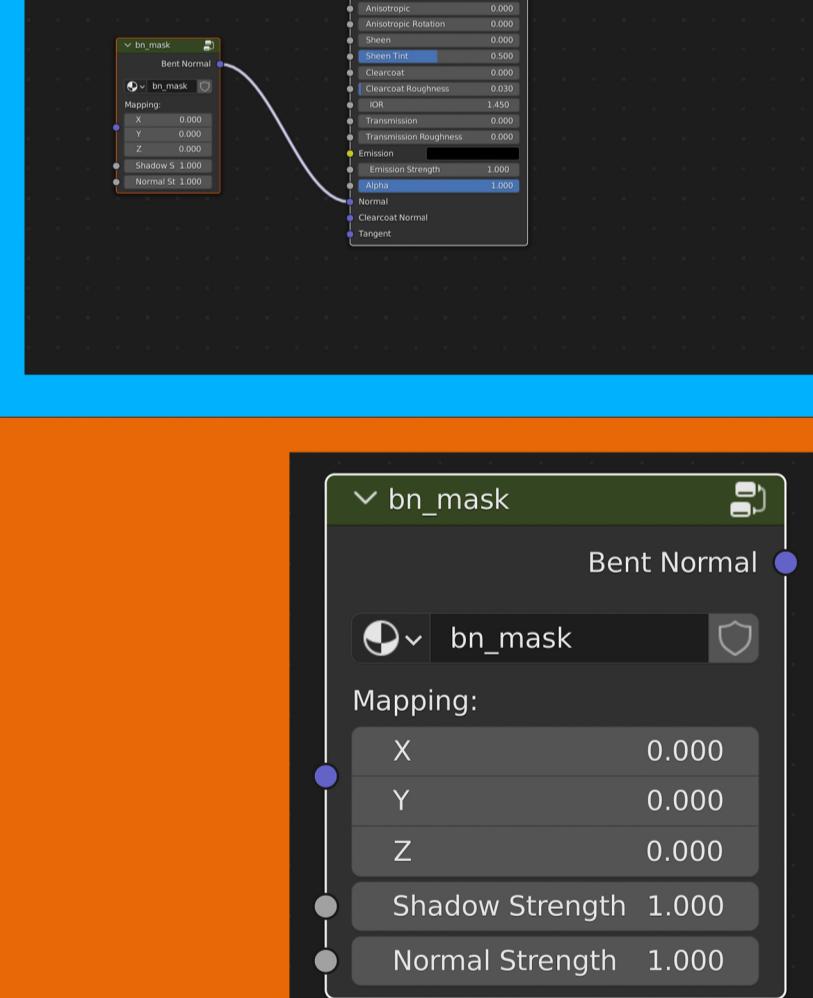
Height - Original height texture that will be used to generate the bent normals mask.

Mask Name - Name of the generated bent normals mask.

Tiled - If checked rays will wrap around the source height texture rather than terminating at the edges.



Select the desired material/shader, load your normal and height textures in to the Blender scene, and then select the texture using the bent normals addon. After, a bake bent normals button will appear that will generate a bent normals node group in to the active material/shader.



Node Properties:

Mapping - connect a mapping node to this input (optional)

Shadow Strength - How strong the bent normals self shadowing effect will be.

Normal Strength - Overall normal map strength.

