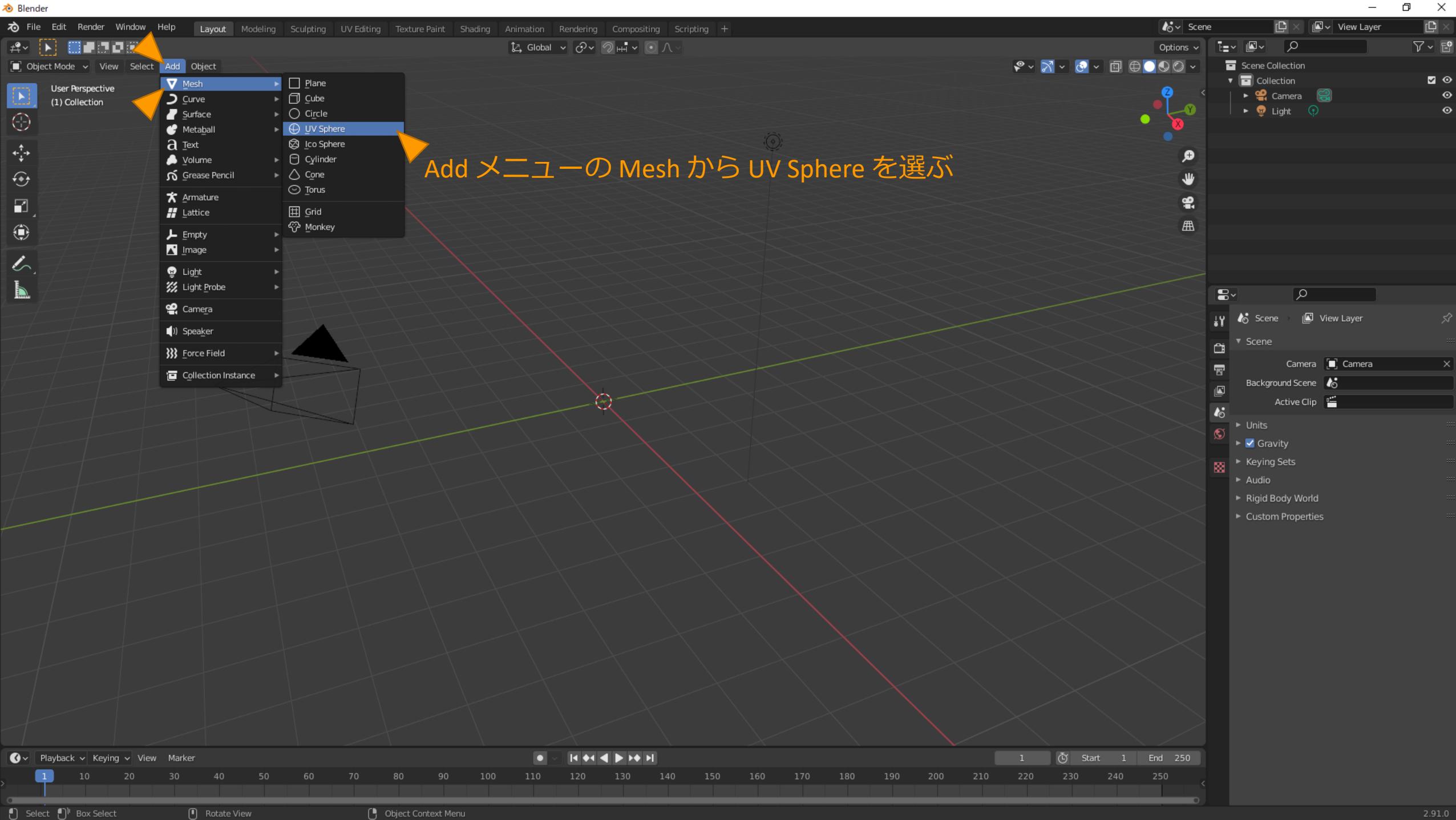
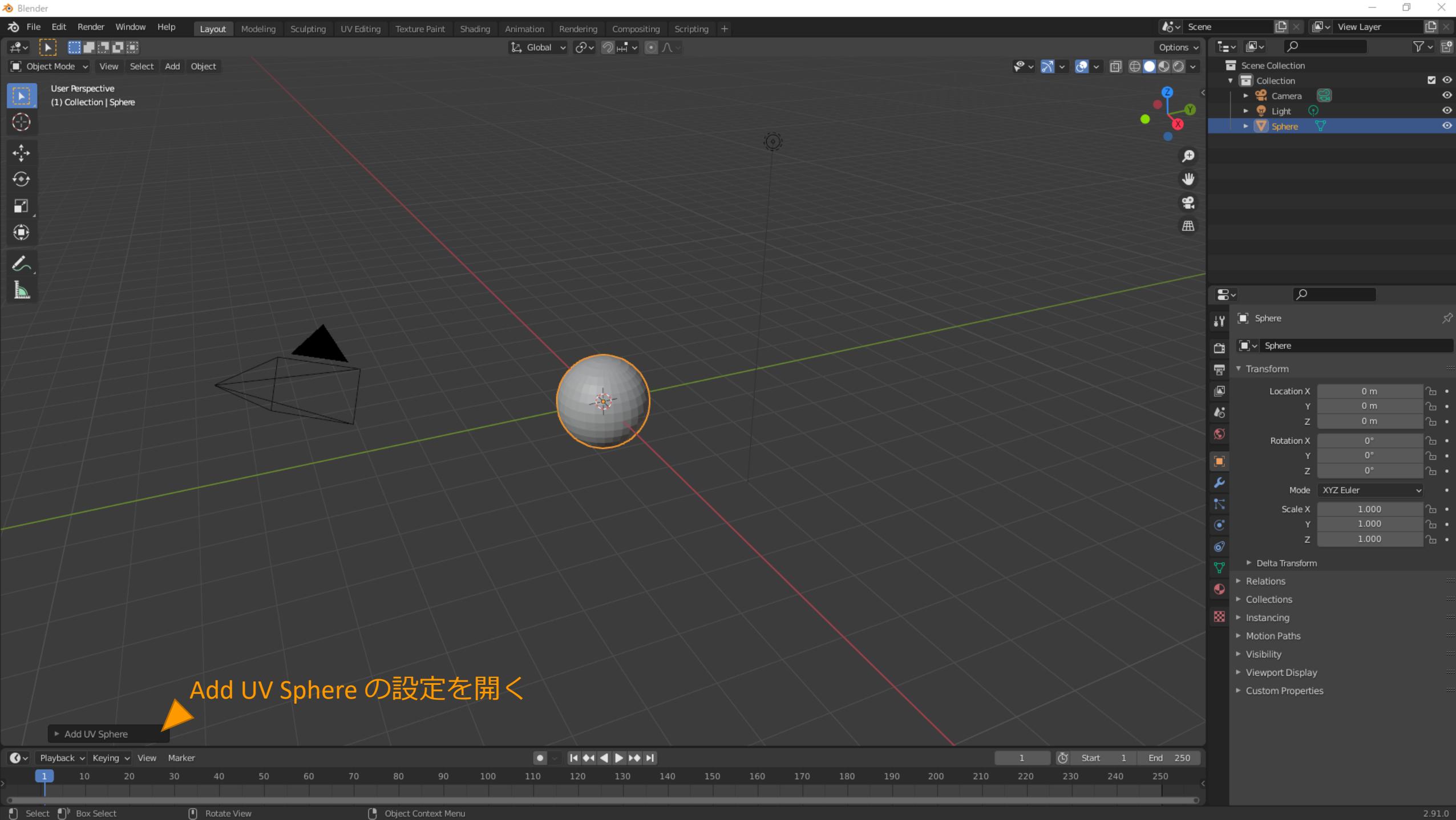
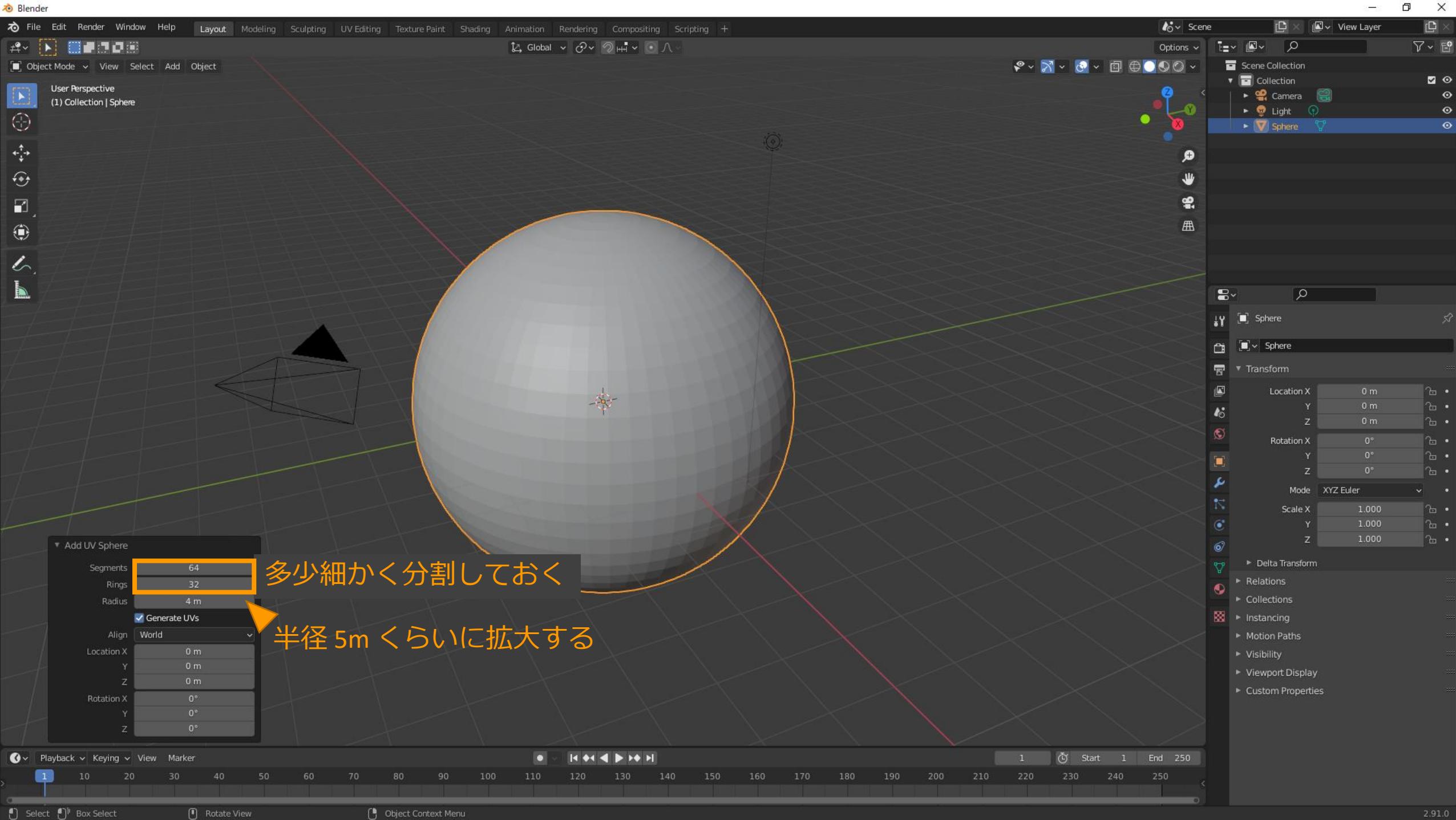
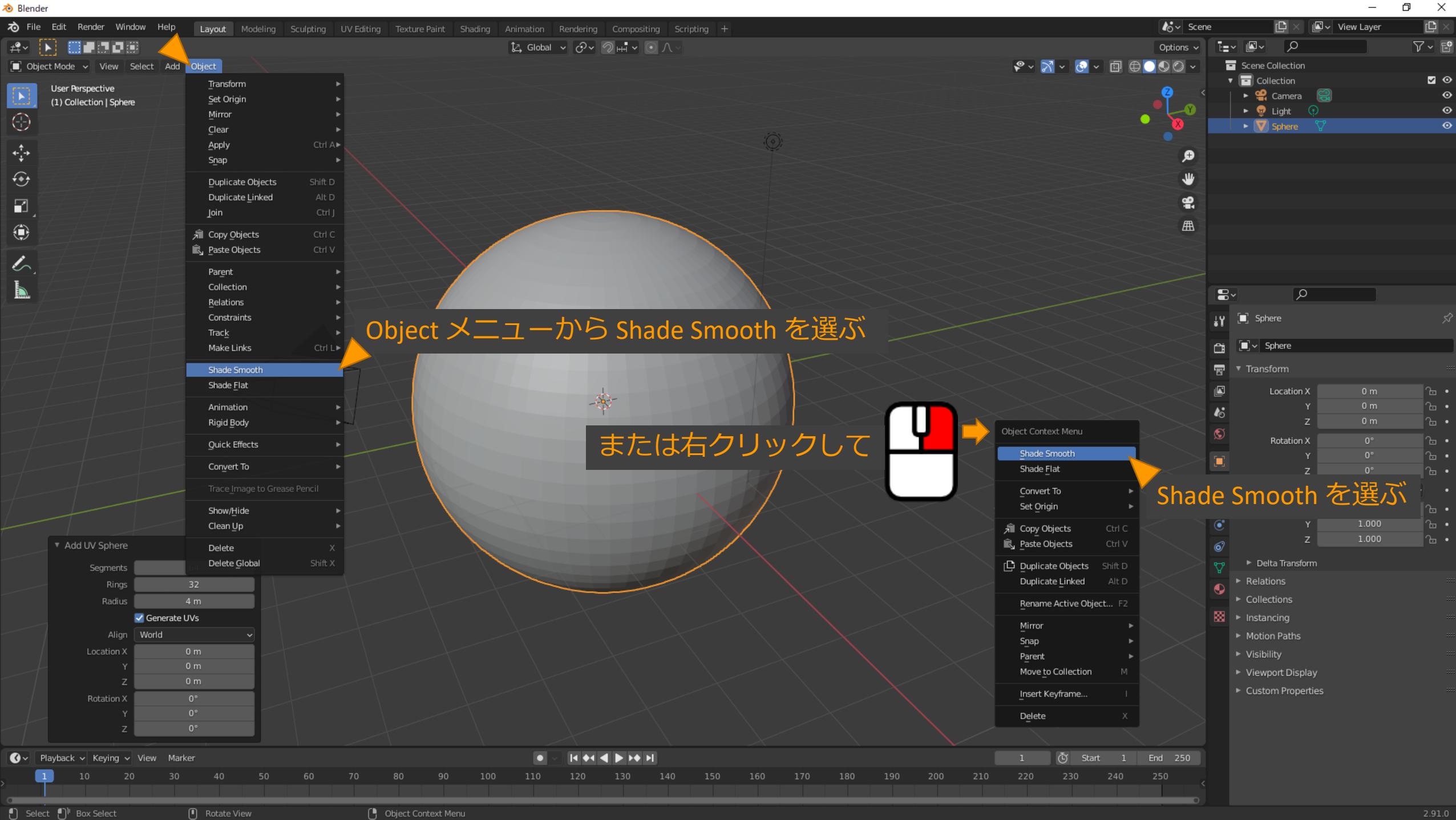


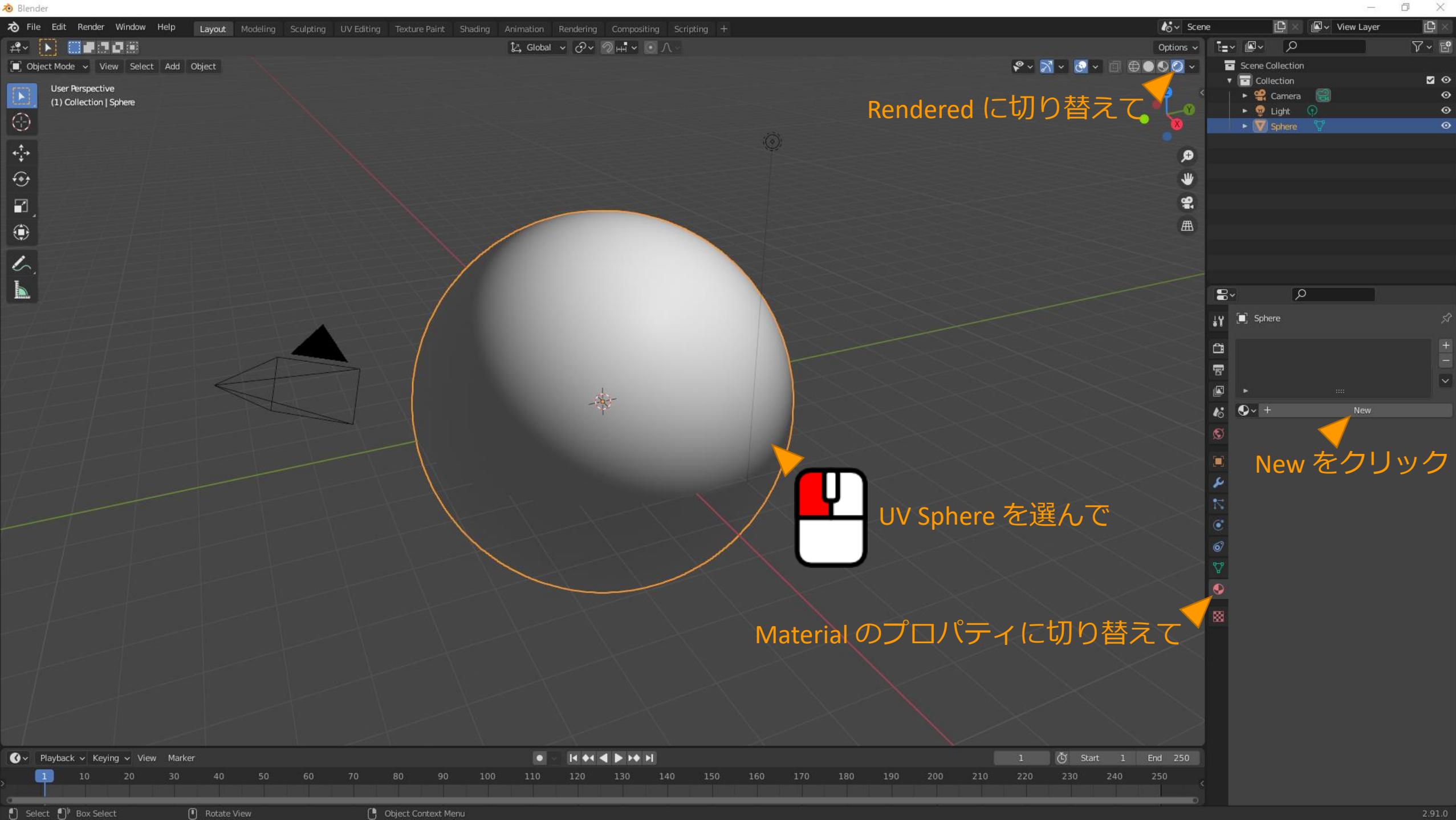
ノイズでバンプマッピング

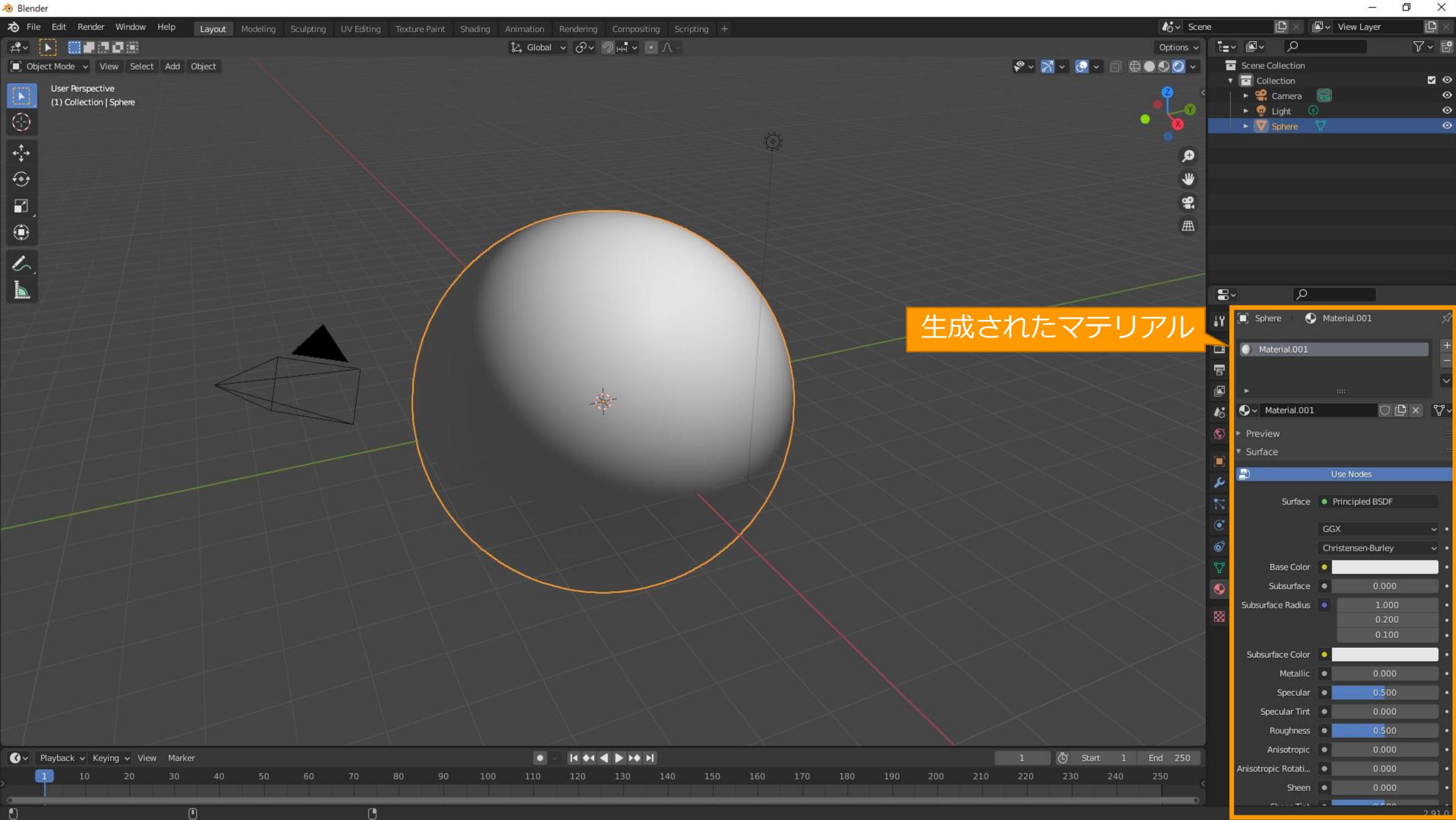


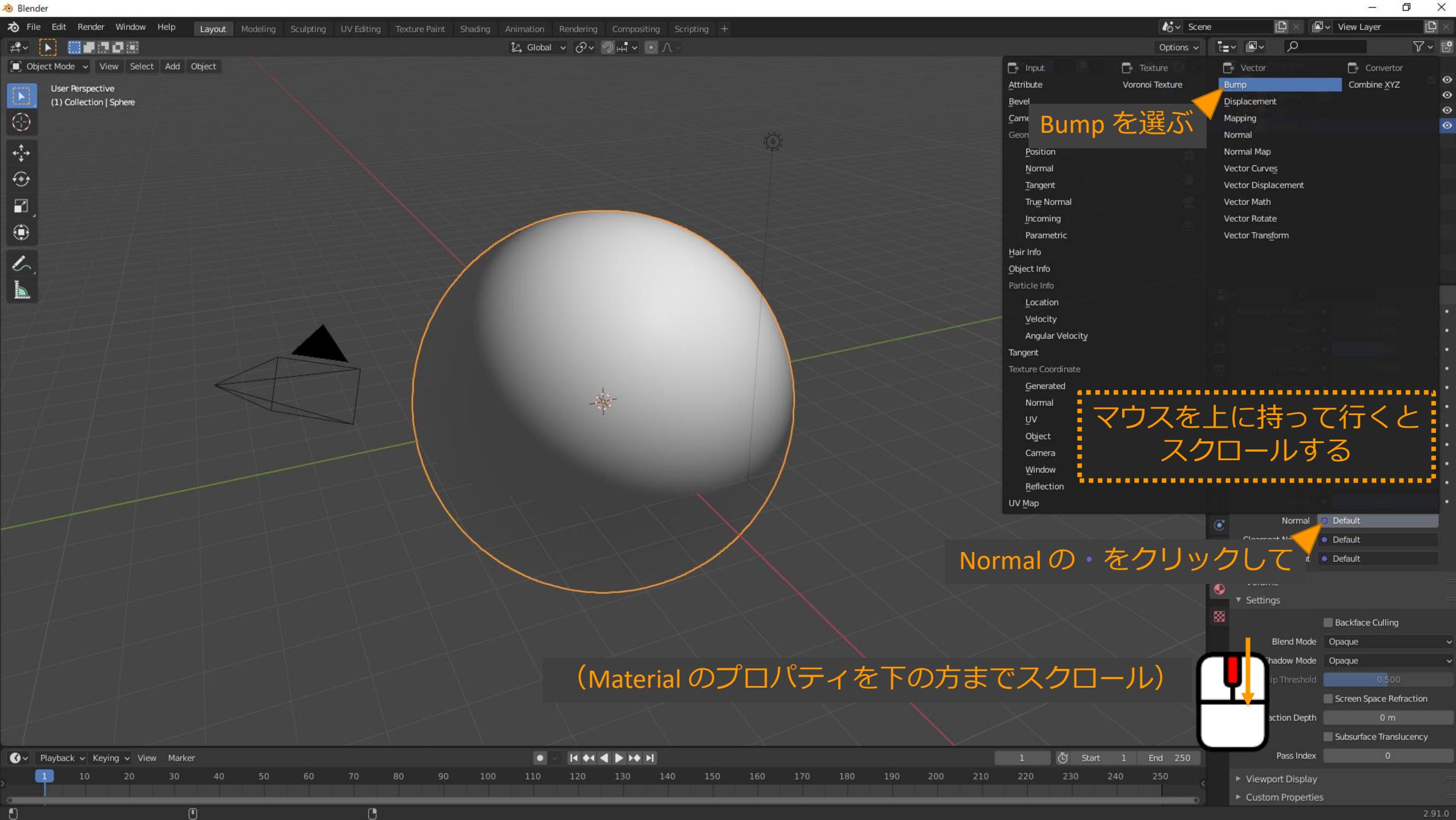


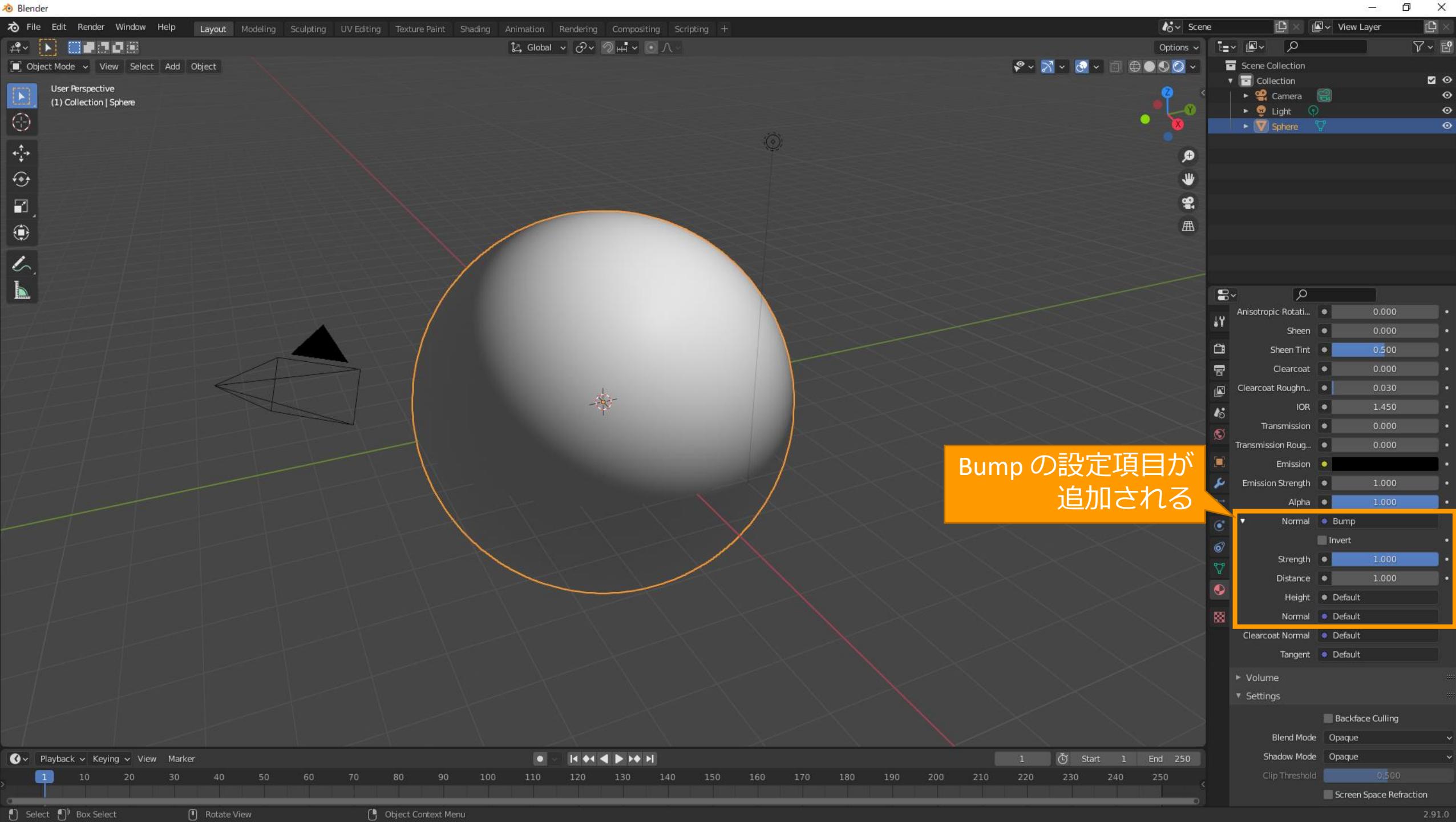


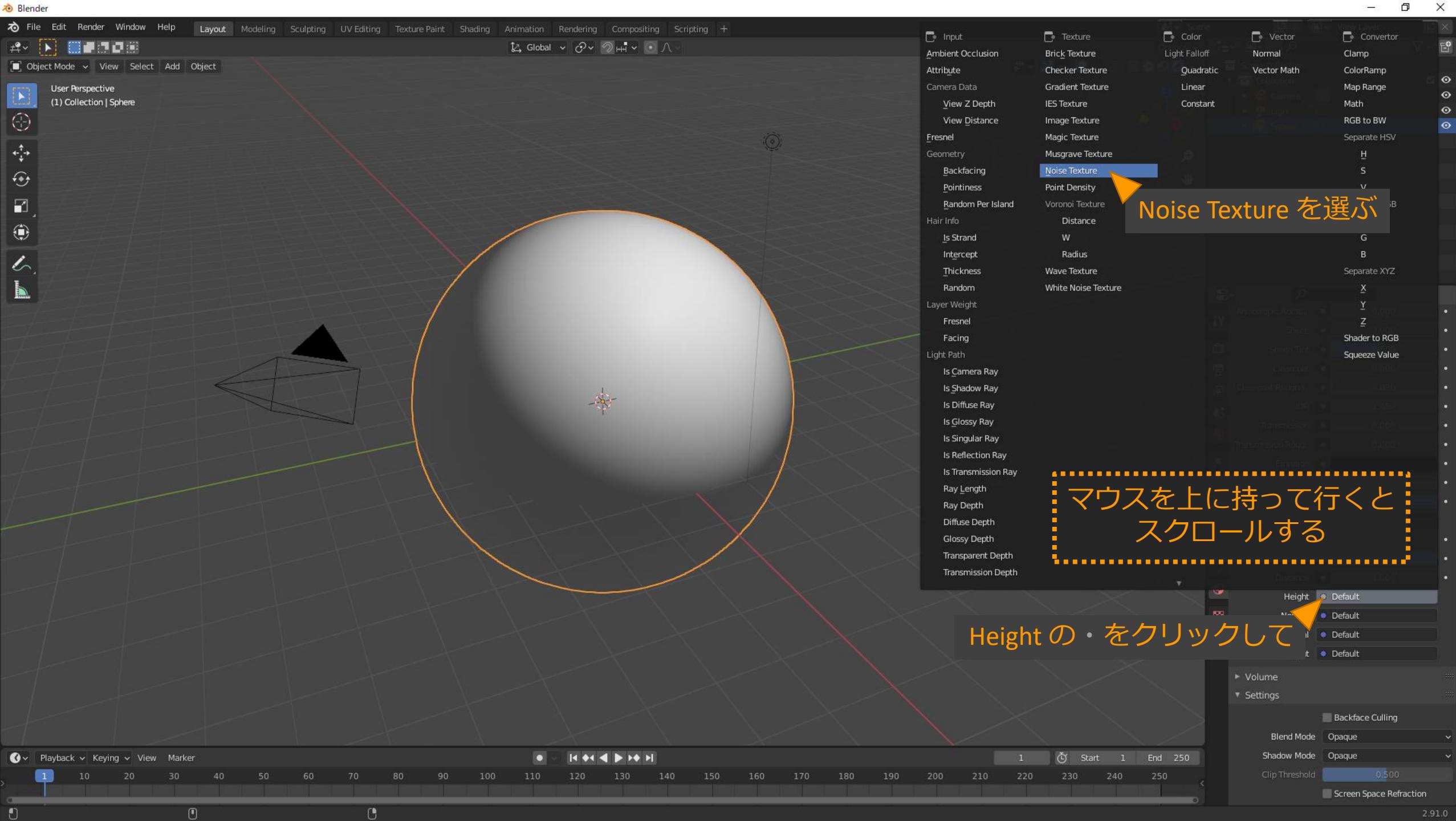


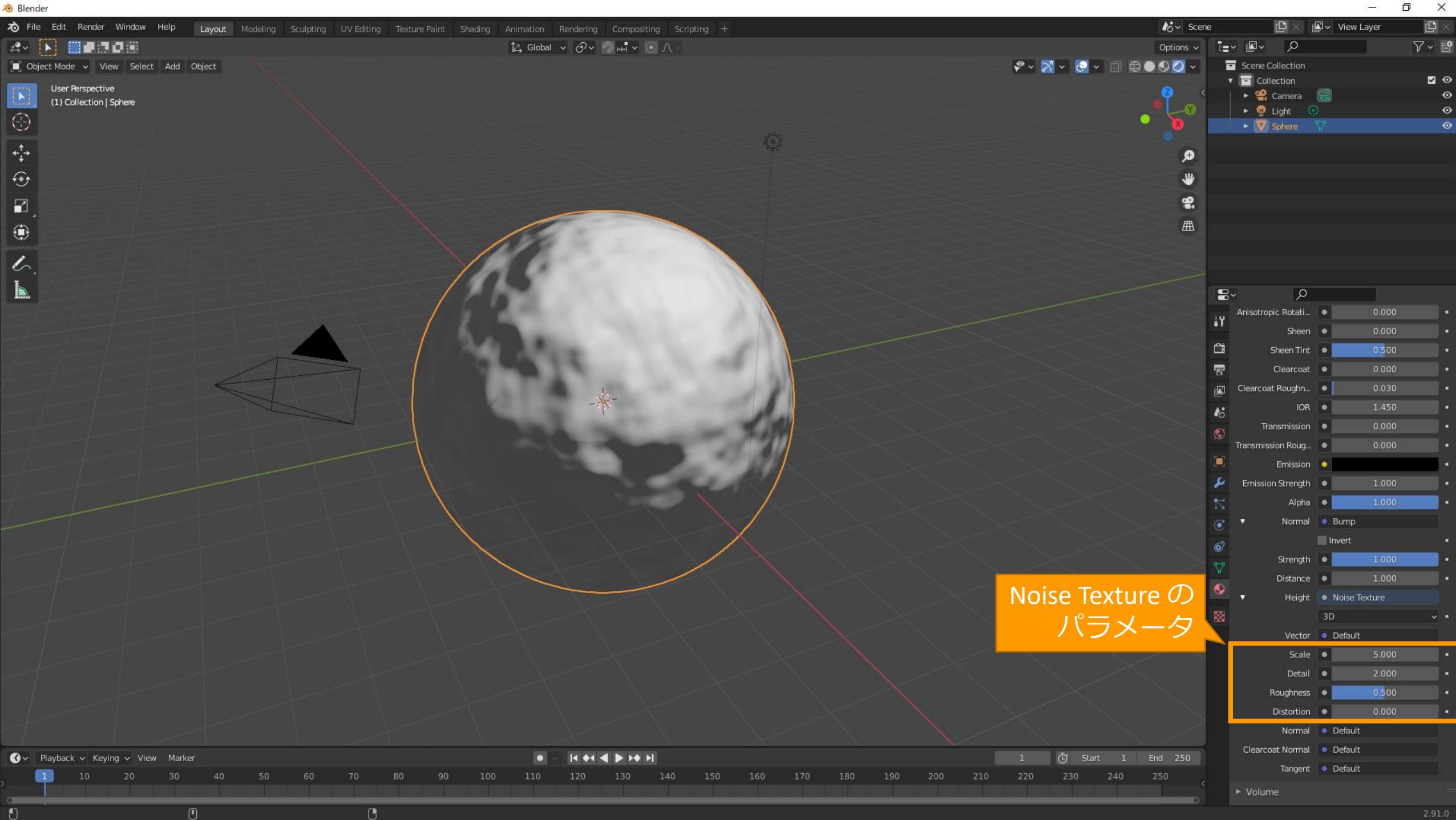




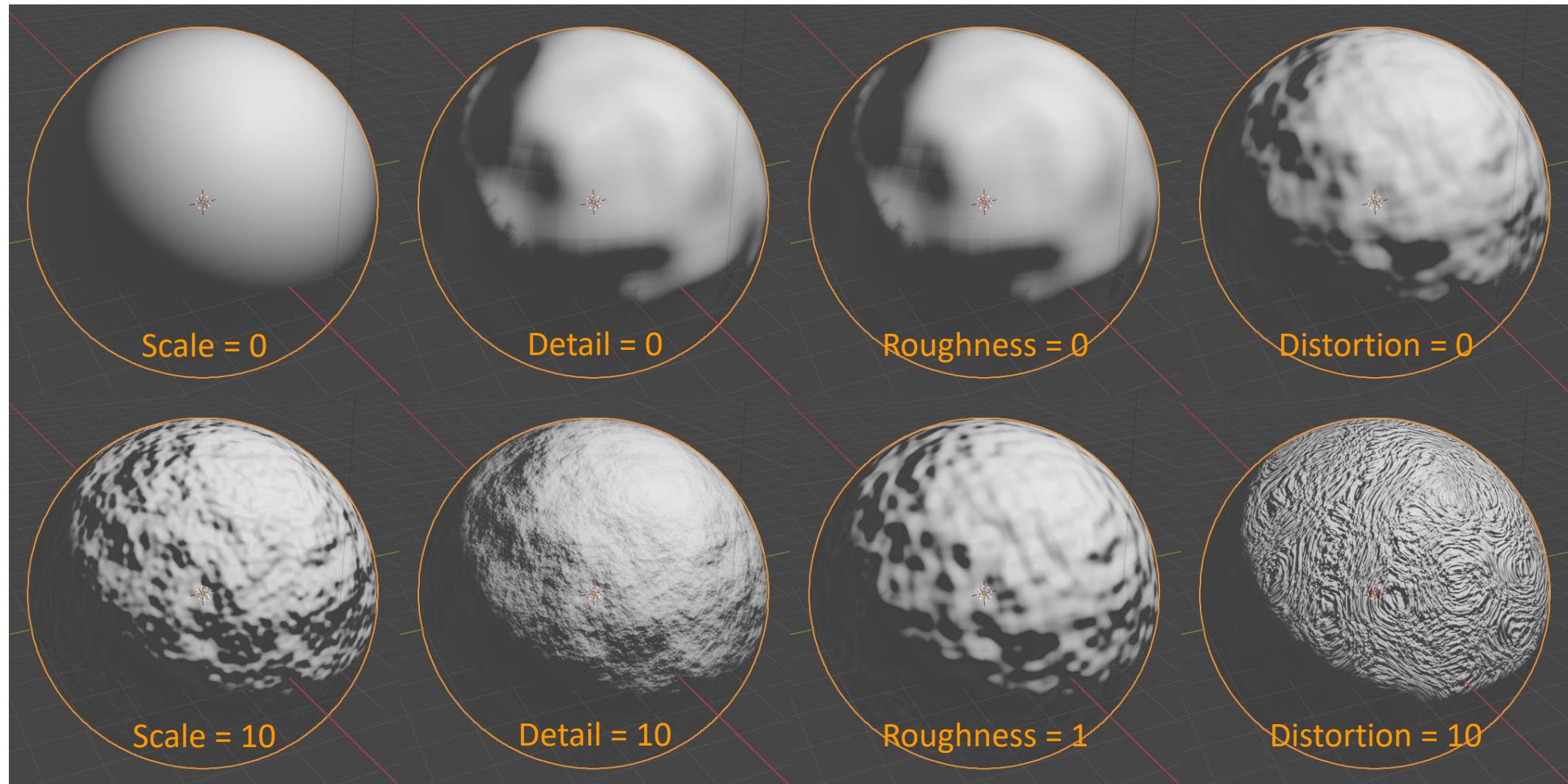


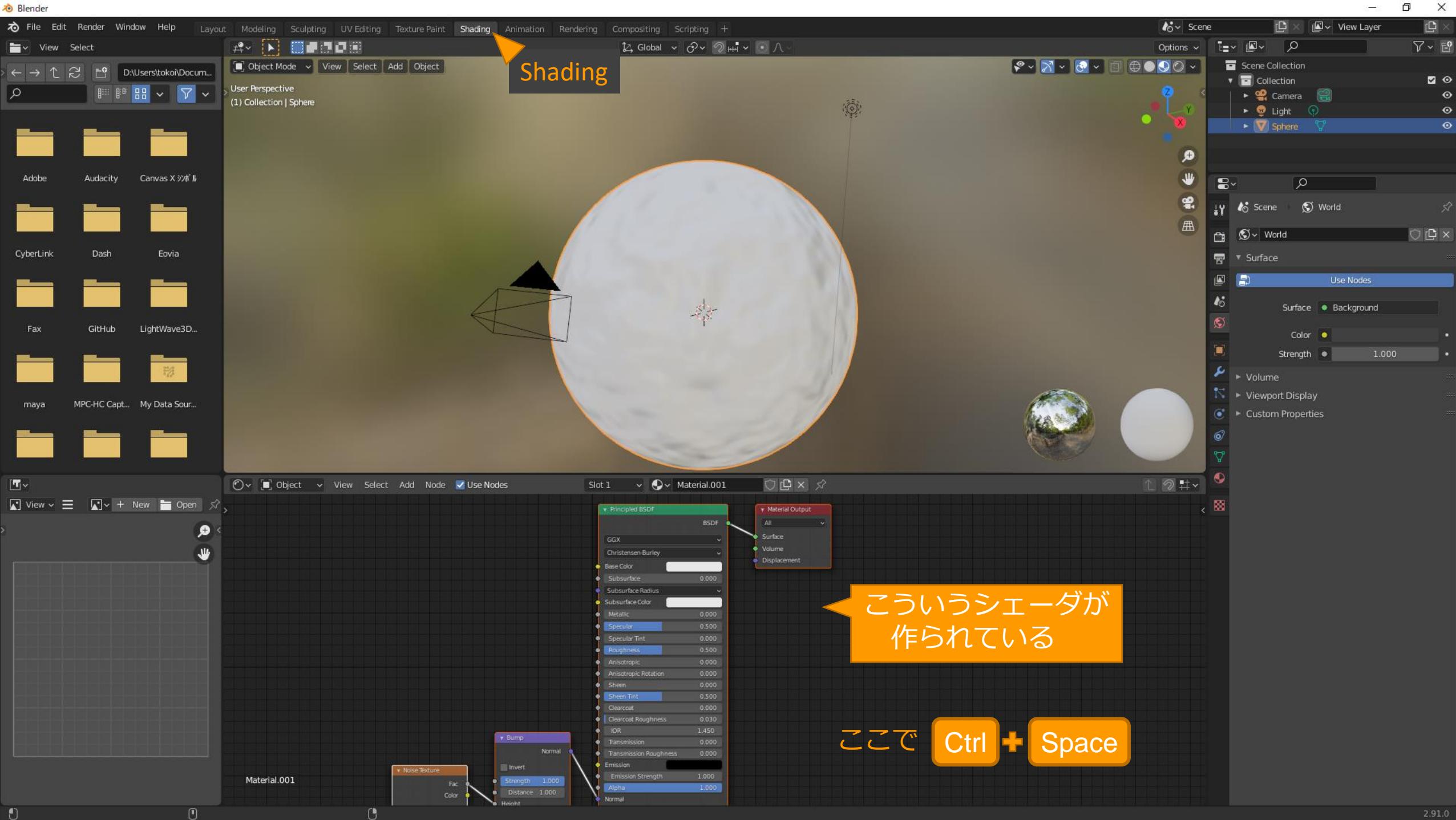


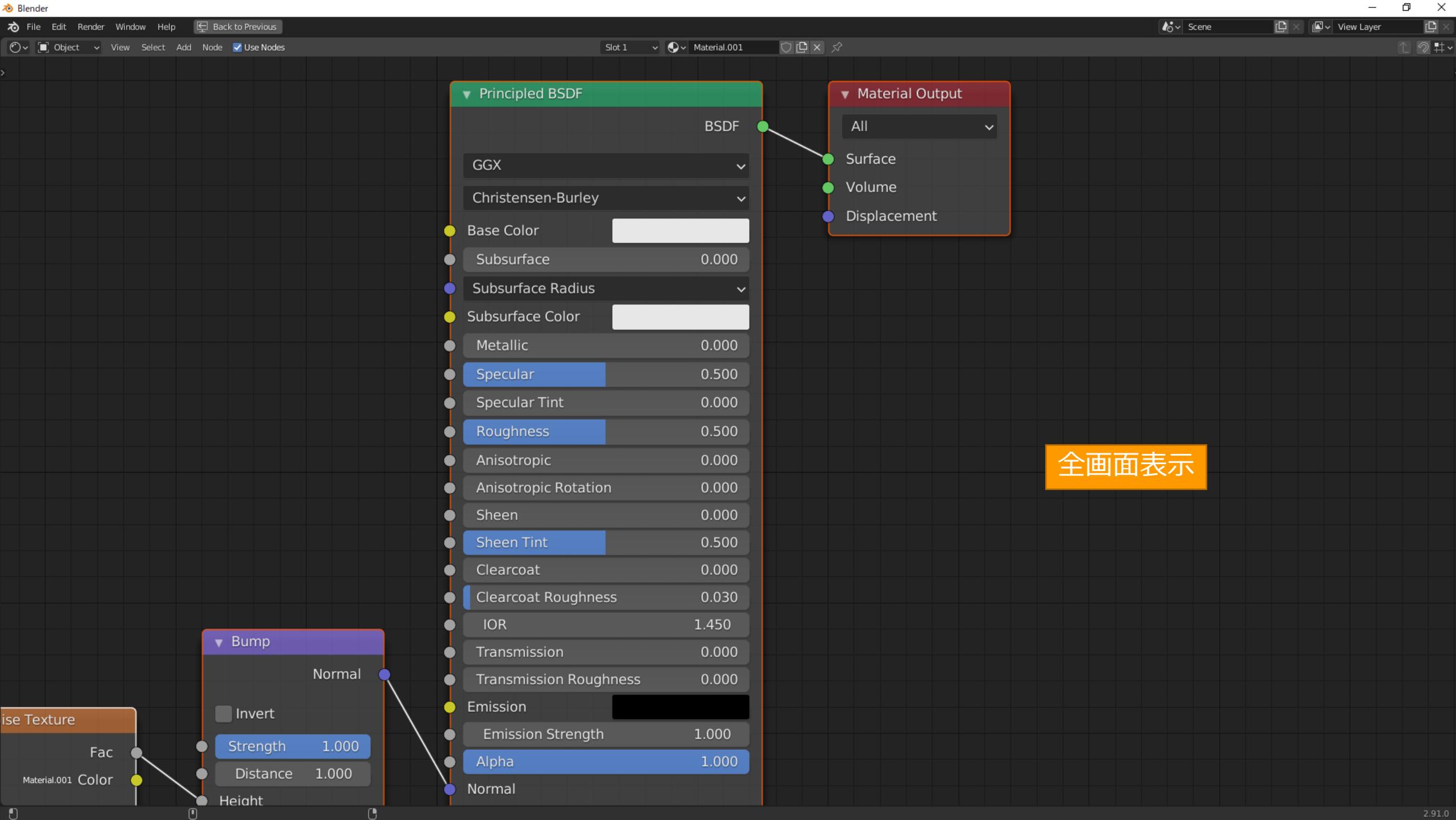


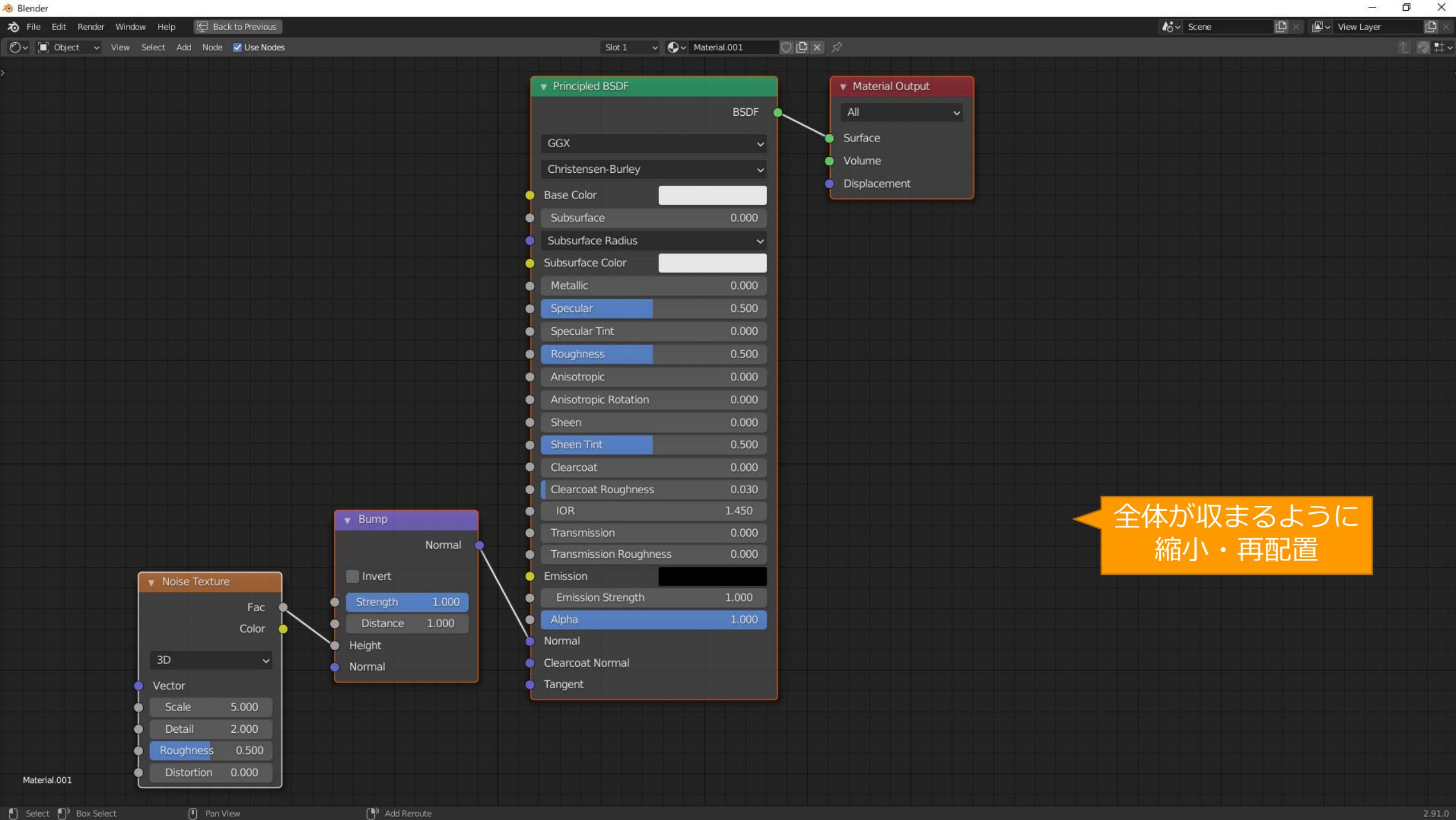


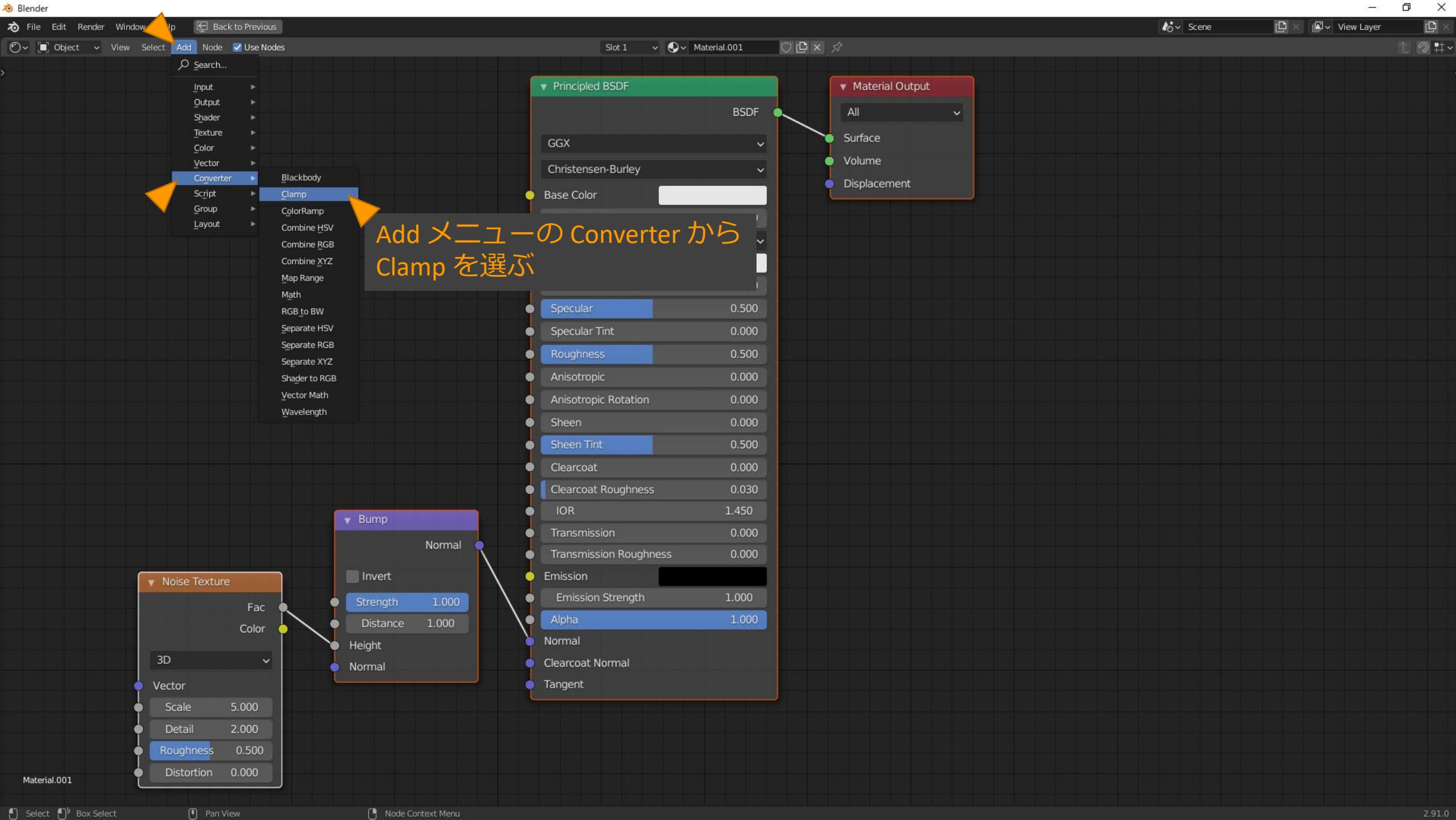
Noise Texture のパラメータ

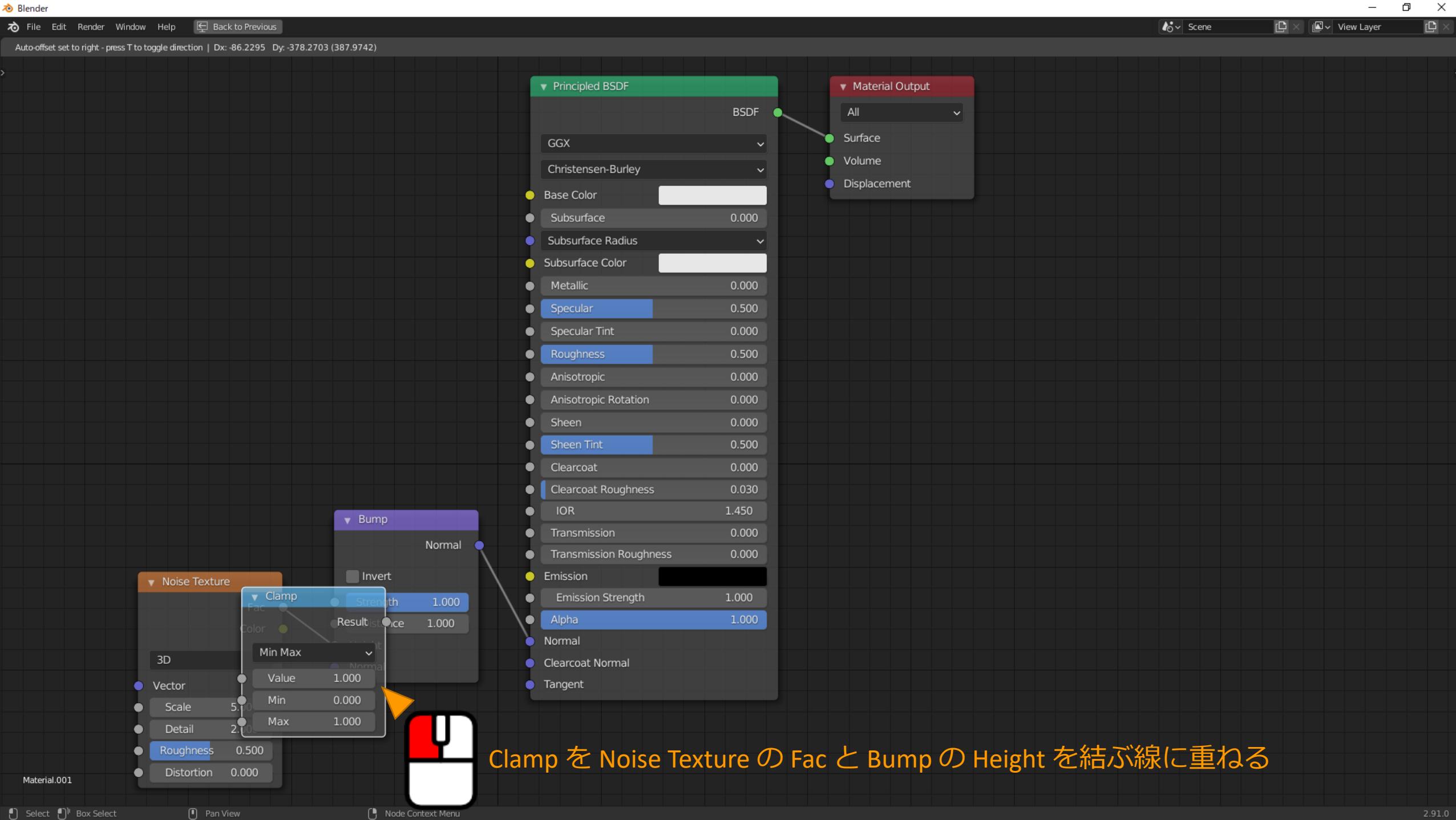




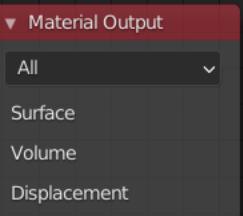
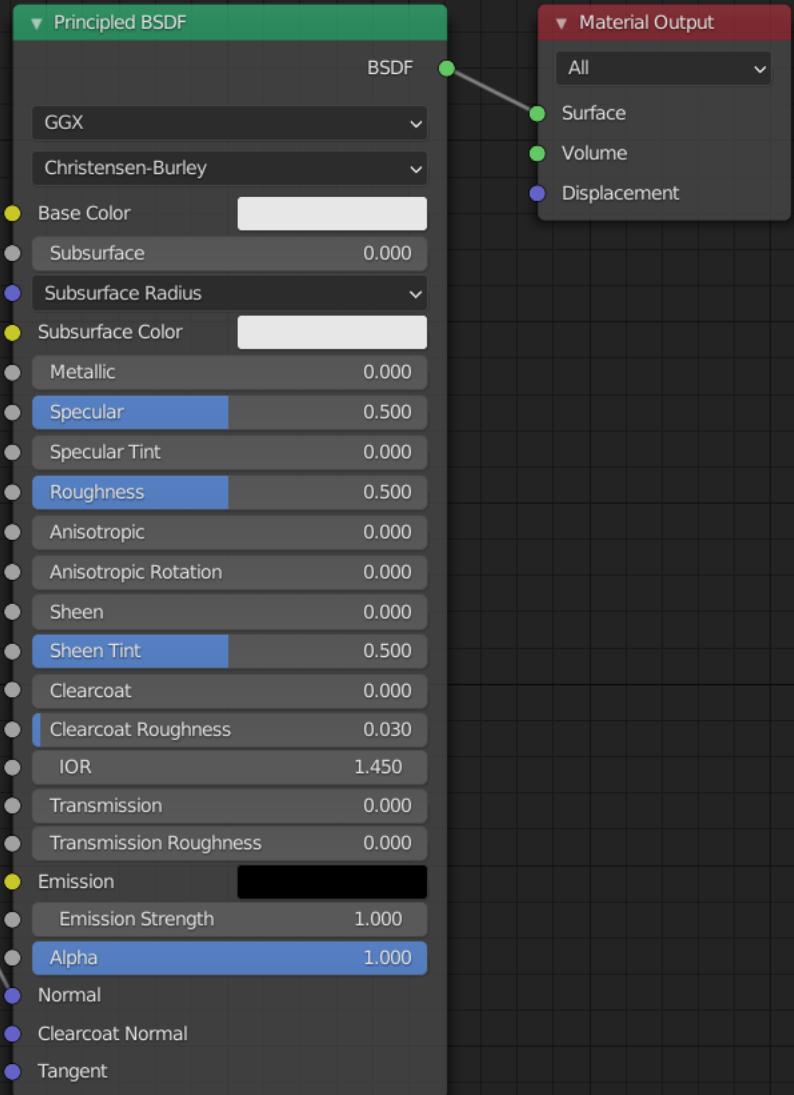
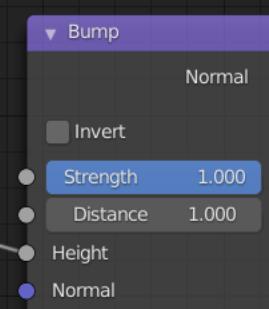
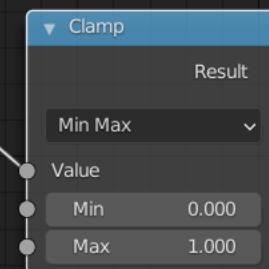
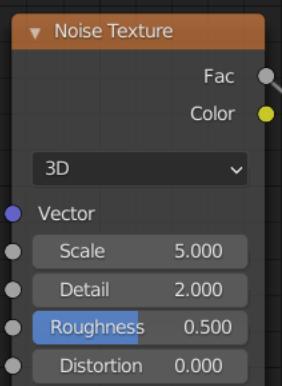






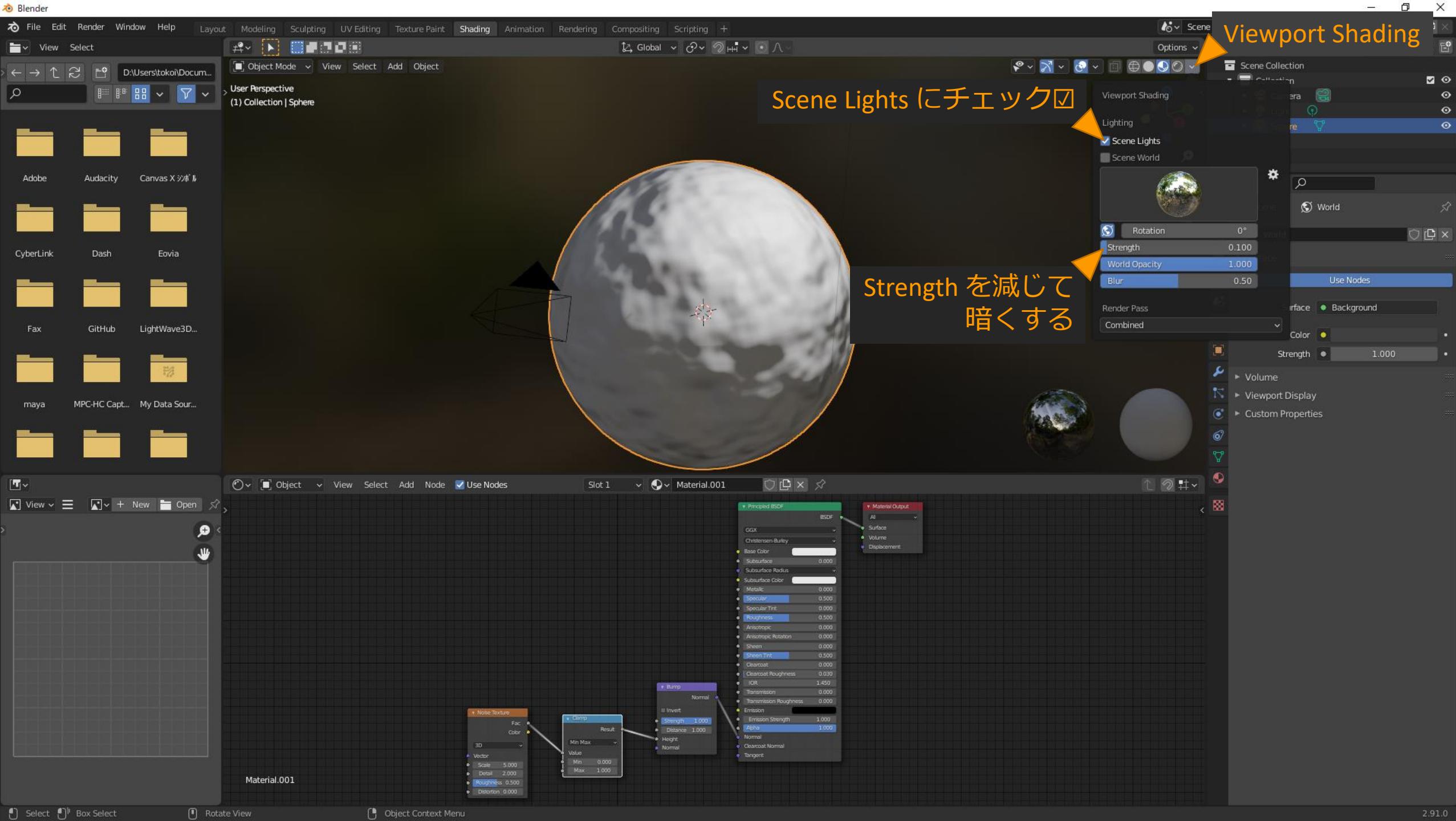


Fac と Height の間に
Clamp が割って入る



このあともう一度 **Ctrl + Space**





Blender

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Compositing Scripting +

Global View Options

User Perspective (1) Collection | Sphere

Scene Collection Collection Camera Light Sphere

View Select Add Object

Object Mode View Select Add Object

一定以下の高さが平坦になる

Clamp

Max Min Value Result

Clamp の Min を 0.5 に上げた

Material.001

Pricipled BSDF BSDF

GGX Christensen-Burley

Base Color

Subsurface Radius

Subsurface Color

Metallic

Specular

Specular Tint

Roughness

Anisotropic

Anisotropic Rotation

Sheen

Sheen Tint

Clearcoat

Clearcoat Roughness

IOR

Transmission

Transmission Roughness

Emission Emission Strength

Alpha

Normal

Clearcoat Normal

Tangent

Material Output

AI Surface Volume Displacement

Surface Background

Color Strength 1.000

Volume

Viewport Display

Custom Properties

Slot 1 Material.001

Noise Texture Fac Color

3D Vector Scale 5.000 Detail 2.000 Roughness 0.500 Distortion 0.000

Demo

Result Min Max

Value Min 0.500 Max 1.000

Bump

Normal

Invert

Strength 1.000 Distance 1.000 Height Normal

Diagram illustrating the Clamp node's behavior:

The graph shows a fluctuating input signal (Value) being processed by a Clamp node. The clamp function restricts the output (Result) to a range between the 'Min' and 'Max' values. In this case, the 'Min' value is set to 0.5, and the 'Max' value is set to 1.0. The resulting output is a stepped function where the signal is truncated at the 0.5 level and reaches the 1.0 level whenever the input exceeds it.

