

bcc noise map 2

The BCC Noise Map 2 filter is primarily used to generate procedurally based, resolution independent, auto-animated image clips that can be used as backdrops or as a mask track input for other image clips. Dozens of presets, which are included with this filter, make using the filter a point and click operation for even very complex animations.



How to Use the Filter in a Typical Scenario

We are going to use the BCC Noise Map 2 filter to generate a naturally animating cloud filled sky. To start we'll create a new comp with a 2 second duration. In this comp we'll create a new solid layer, and onto the new solid we'll apply the BCC Noise Map 2 filter, which is in the BCC Generators category.

This filter and the Turbulence filter share the same core algorithms and many of the same controls, however they are designed for different uses. The Noise Map is designed as a generator, which replaced the media onto which the filter was applied whereas the Turbulence filter is designed to augment the clip to which it was applied.

So, with the filter applied to this solid layer, we'll select the preset titled "Layered Flowing Clouds" from the filter preset manager and PTR to see how straight out of the box this is close to the look that we are trying to achieve. On top of this we will add a tinting layer. To do that create a new solid layer and set the color of this layer to the following values: R=75, G=84, B=178. The result should be a slightly violet shade of blue. Now change the apply mode of this new layer to Screen and PTR to see the result - we are now seeing something that resembles the cloudy backdrop that we are aiming for.

Let's go to the filter controls, where we are going to make a couple of changes to the "cloud" animation. Twirl down the Animation group and set the Flow Rate to 20. Set the Flow Direction to 0. Set the Morph Rate to 2. In the host scale controls, unlock the xy parameters and set the x parameter to 148 percent. Now make a final preview to RAM and the result you should be seeing is one of clouds that flow across a blue sky.

Parameter Descriptions

Scale - controls the size of the generated noise

Intensity - controls the complexity of the generated noise

Reference Level - controls the values created by the three dimensional noise map

Texture Geometrics Group

Aspect - controls the aspect ratio of the noise texture with 100 being neutral

Offset X - offsets the generated noise map along the X axis

Offset Y - offsets the generated noise map along the Y axis

Anchor - sets the center zero point for the generated noise pattern

Rotation - rotates the generated noise pattern

Wrap Mode - determines how the values for Intensity and Reference Level interact

Off - creates a more contrasty image

On - is the default and creates a more complex image as the Intensity is increased

Positive Only - creates more black areas

Negative Only - creates more white areas

Use Improved Noise - uses an improved noise algorithm

Noise Type - sets the overall look of the noise

Bubbly - creates noise with some defined detail

Stringy - creates noise with more defined detail

Smooth - creates noise with less defined detail

Seed - sets the random number generator that builds the three dimensional noise space used by the filter

Interpolation - this pop-up controls the algorithm that interpolates the noise with the following options

Spline
Quartic
Cubic
Quadratic
Linear

Turbulence - controls the number of layers of generated noise. A value of 1 creates a single layer of noise

Turbulence Settings Group - controls how each layer of noise is generated in relation to the previous layer

Feedback - creates visual feedback between each layer of the effect. Adjust feedback to produce some interesting looks

Sub Scaling - controls the scaling of each layer of noise relative to the previous layer

Turbulence Aspect - controls the aspect ratio of each layer of noise relative to the previous layer

Turb. Rotation - rotates each layer relative to the previous layer

Turb. Offset X - offsets the X value of each layer relative to the previous layer

Turb. Offset Y - offsets the Y value of each layer relative to the previous layer

Turbulence Mix - controls the mix of each layer of noise with previously rendered noise. Low values cause the turbulence to have very little effect. High values cause each layer to have more effect than the previous one, and also overdrive the output.

Modulation Group - allows you to use two different sources to modify the noise with a variety of shapes

Modulation 1 Shape - this pop-up determines the shape used for modulation 1

Off
Layer
Layered Noise
Ripple
Wave
Radial Wipe
Ring
Linear Gradient
Distance to Line

Modulation 1 Layer - this pop-up is used to select the layer to use as noise source

Waveform - enabled when ripple or wave is selected from the modulation 1 shape menu

Anchor - sets a starting location for layered noise and wave

Intensity 1 - controls the intensity of layer 1

Intensity 2 - controls the intensity of layer 2

Seed - sets the random number generators

Scale 1 - scales the noise 1 layer

Scale 2 - scales the noise 2 layer

Morph - controls the morph between the layers of noise

Blur - controls the blur applied to the noise layer

Morph Rate - controls the speed of the noise morph

Invert Modulation 1 - inverts the modulation of layer 1

View Modulation - enables a preview of the noise generator

Modulation Destination - this pop-up determines the effect of the modulation

Off - produces no modulation.

Displacement - displaces the noise in the direction set by the Disp. Angle control.

Z Displacement - displaces the noise source in the Z dimension.

Turbulence Scaling - modulates the Sub Scaling control, affecting the relative scaling of the noise layers on a point by point basis.

Zoom - moves the noise around a point which defaults to the effect center, and can be offset by adjusting Zoom Rot Center.

Rotation - moves the noise around the Zoom-Rot Center.

Turbulence Amount modulates the number of layers of noise (the Turbulence setting in the main tab) on a point by point basis.

Feedback - modulates the feedback from the Turbulence tab on a point by point basis.

Turbulence Displacement, Z, Zoom, Rotation - apply the modulation only to the turbulence, not to the initial layer of noise.

Fade to Black/White - fades the modulated pixels to black or white.

Mod 1 Amount - controls the amount of modulation applied

Mod 1 Reference - creates a numeric starting point for the modulation

Modulation 2 Source - this pop-up is used to select the layer to use as noise source

Modulation 2 Blur - controls the blur applied to the noise layer

Invert Modulation 2 - inverts the modulation of layer 2

Modulation 2 Dest - this pop-up determines the effect of the modulation

Mod 2 Amount - controls the amount of modulation applied

Mod 2 Reference - creates a numeric starting point for the modulation

Zoom Rot Center - moves the noise around a point which defaults to the effect center

Disp Angle - controls the angle of displacement

Animation Group - controls the noise flow

Flow Rate - causes the output to flow through the image

Flow Direction - sets the direction of the flow

Morph Start - sets the initial Z coordinate for the three dimensional noise space

Morph Rate - auto-animates the morph start

