

BCC Noise Map Generator

Noise Map is a procedural noise generator that produces a continuously flowing gradient which can be used to provide organic input to other filters. Because the noise is continuous, there is never a seam.



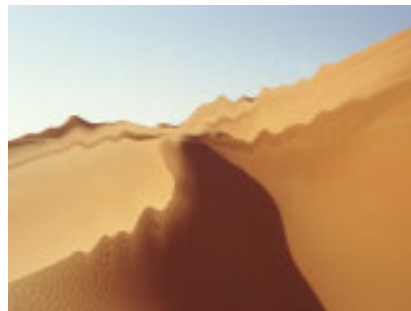
Noise Map



You can use Noise Map as a map in any filter that allows you to use luma information in a map layer. For example, you can apply the Noise Map filter to the clip to use as a map layer in any of the Displacement filters to create continuously flowing displacement effects (such as heat or water effects). The example below shows a heat effect created by applying Noise Map to the map layer used by the Displacement Map filter.



Source image

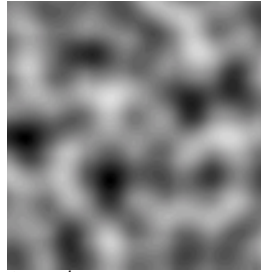


Displacement Map with Noise Map

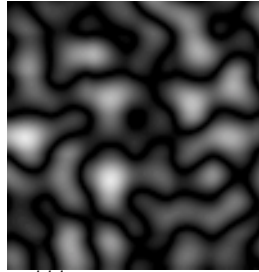
Flow Direction sets the direction of motion of the noise pattern.

Flow Speed controls the speed of motion of the noise pattern as it auto-animates.

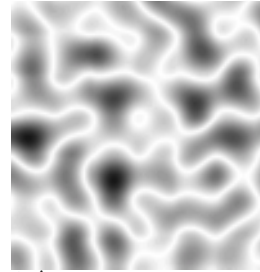
The **Noise Type** menu sets the general appearance of the noise pattern. The three different Noise Types, *Smooth*, *Bubbly* and *Stringy*, include some inherent shape and size differences. You can compensate for these differences by adjusting the Scale, Morph Rate, and Turbulence settings slightly when changing Noise Types.



Smooth



Bubbly



Stringy

Scale X and **Scale Y** determine the horizontal and vertical scale of the noise pattern. Choose **Lock to Scale X checkbox** to lock the Scale Y value to the Scale X value, or deselect this option to adjust each parameter independently.

Morph Rate determines the rate at which the noise pattern surges and rotates inward as the filter auto-animates.

Turbulence Level controls the texture of the noise map. Increasing Turbulence Level creates a rougher noise pattern and increases rendering and preview time proportionately.