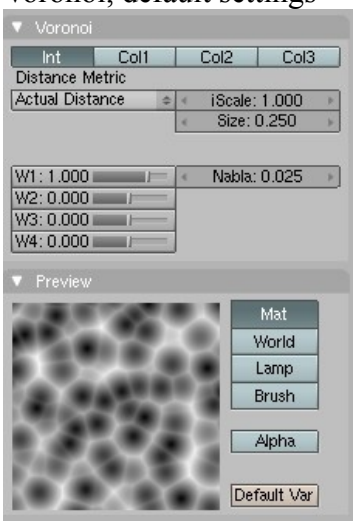
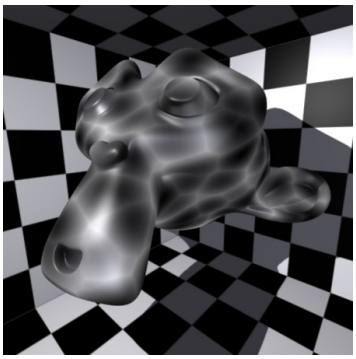
Blend2Pov Interface Mapping User : Maurice
Traduction des paramètres Blender vers Povray

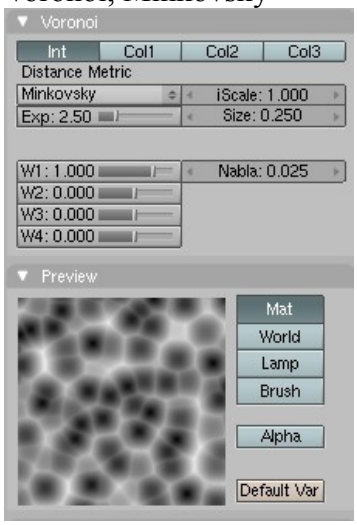
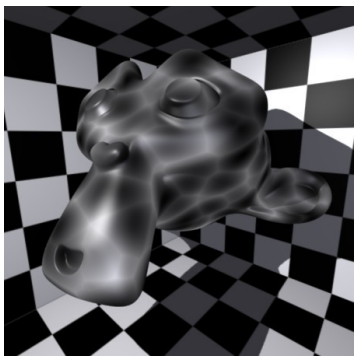
Blender Voronoi = Povray Crackle

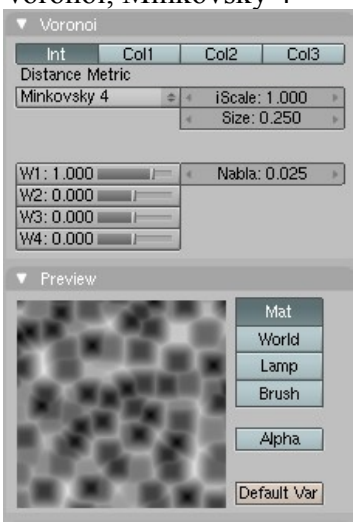
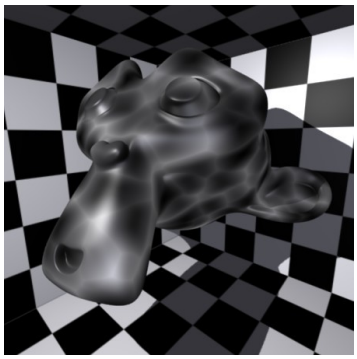
Here is a mapping of the Voronoi Blender texture to the Povray crackle pattern. I had no time yet to put the resulting Pov thumbnails nor complete code, Use Povray's excellent documentation if what I wrote is unclear. This is mainly intended for anyone with code knowledge willing to improve blend2pov mapping of the blender interface to its Yafray (0.9) legacy XML exporter. This is a work in progress. But is already detailed enough. Any user wanting to help me in the rest of this task could do the same for other textures. I recommend the Blender Magic to Povray Leopard since there is very little doubt that the algorithm is also the same

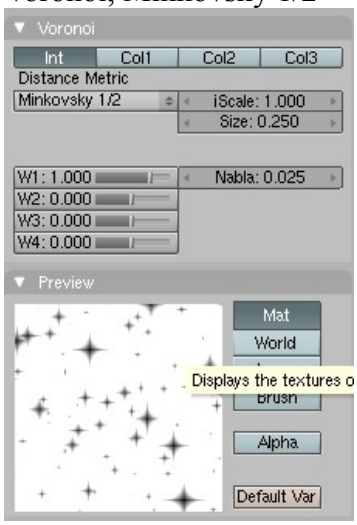
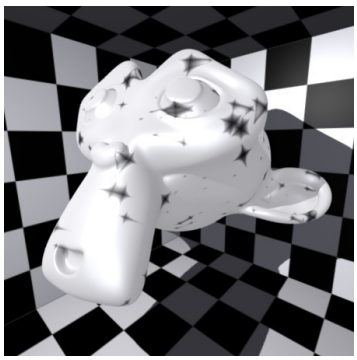
Voici la correspondance entre les textures procédurales Voronoi de Blender et crackle de Povray. Même s'il n'y a pas encore toutes les images c'est déjà suffisamment détaillé. Ce document vise principalement à préparer le terrain à toute personne capable de programmer et désirant améliorer Blend2pov.

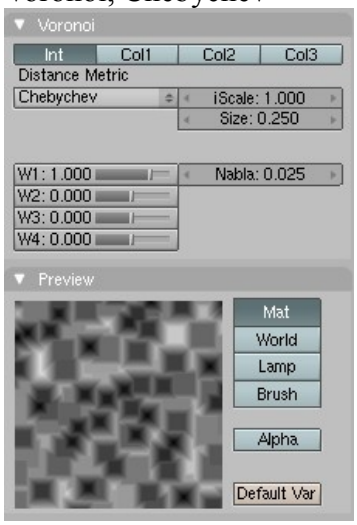
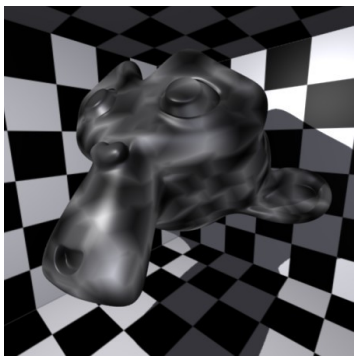
Tout utilisateur qui voudrait aider peut continuer le même travail en identifiant les correspondances d'autres textures. Par exemple la Magic de Blender et la leopard de Povray qui laissent assez peu de doutes également sur la parenté des algorithmes.

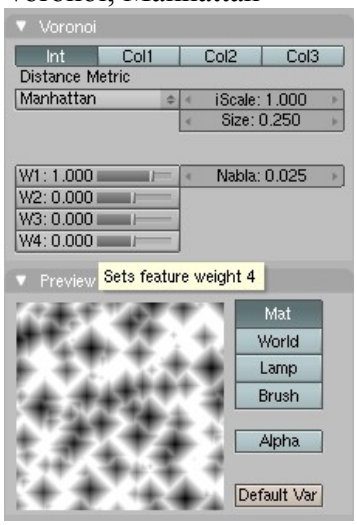
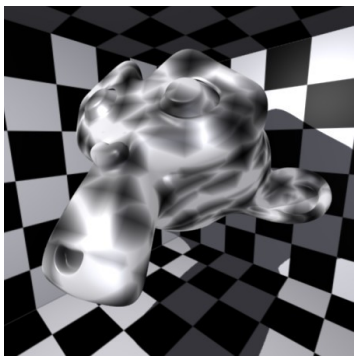
Blender Interface Settings *Paramètres de l'interface de Blender*	Current Pov Settings output by Blend2Pov *Paramètres Actuellement Exportés par B2P*	Proposed Settings *Nouvelle Proposition*	Developer's comment *Note du développeur:*
Texture Voronoi, default settings 		crackle form <1,0,0> metric 2	
			

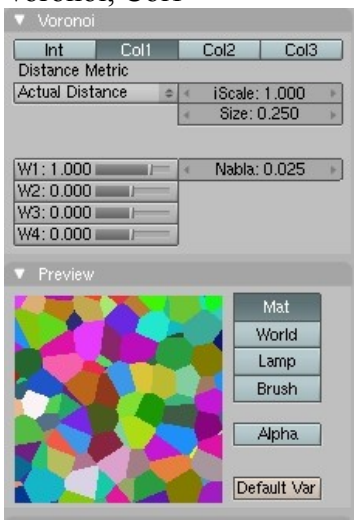
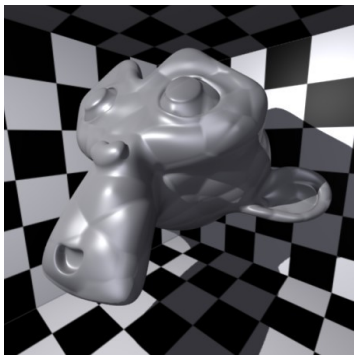
Texture Voronoi, Minkovsky  		crackle metric 3	
			

Texture Voronoi, Minkovsky 4  		crackle metric 4	
			

Texture Voronoi, Minkovsky 1/2  		crackle metric 0.5	
			

Texture Voronoi, Chebychev  		crackle metric >25	
			

Texture Voronoi, Manhattan  		crackle metric 1	
			

Normal Texture Voronoi, Col1 		There doesn't seem to be a way to generate random colors for the Crackle on a per cell basis in Pov. But since Col1 is often used in Blender for the normal channel we could use this in Pov: *Apparemment il n'y a pas de variance de couleur par cellule dans l'algorithme de Povray mais puisqu'on l'utilise aussi pour les normales le résultat serait le même que l'option :* crackle solid	
			

-Blender's Nabla can be made to translate either as a normal value or as the third (z) term of the form vector: form <x,y,z>
Modifying W2, W3, W4 of Blender's Voronoi seems to have the same result as modifying the first two terms of the form vector (x and y)

On peut faire correspondre le Nabla de Blender à une valeur de normal dans Povray ou au 3eme paramètre (z) du vecteur form <x,y,z>
modifier les deux autres valeurs correspond à modifier les W2,W3,W4 du Voronoi de Blender alors que le W1 semble correspondre à offset dans Povray.

-Using a color_map under any pattern is the same as using a color ramp in a Blender texture

Pour utiliser l'équivalent une rampe de couleur Blender dans n'importe quelle procédurale, on peut y indenter une color_map