

<https://news.povray.org/povray.binaries.images/thread/%3C60e02637%40news.povray.org%3E/>

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Subject: Displacement function in Poseray

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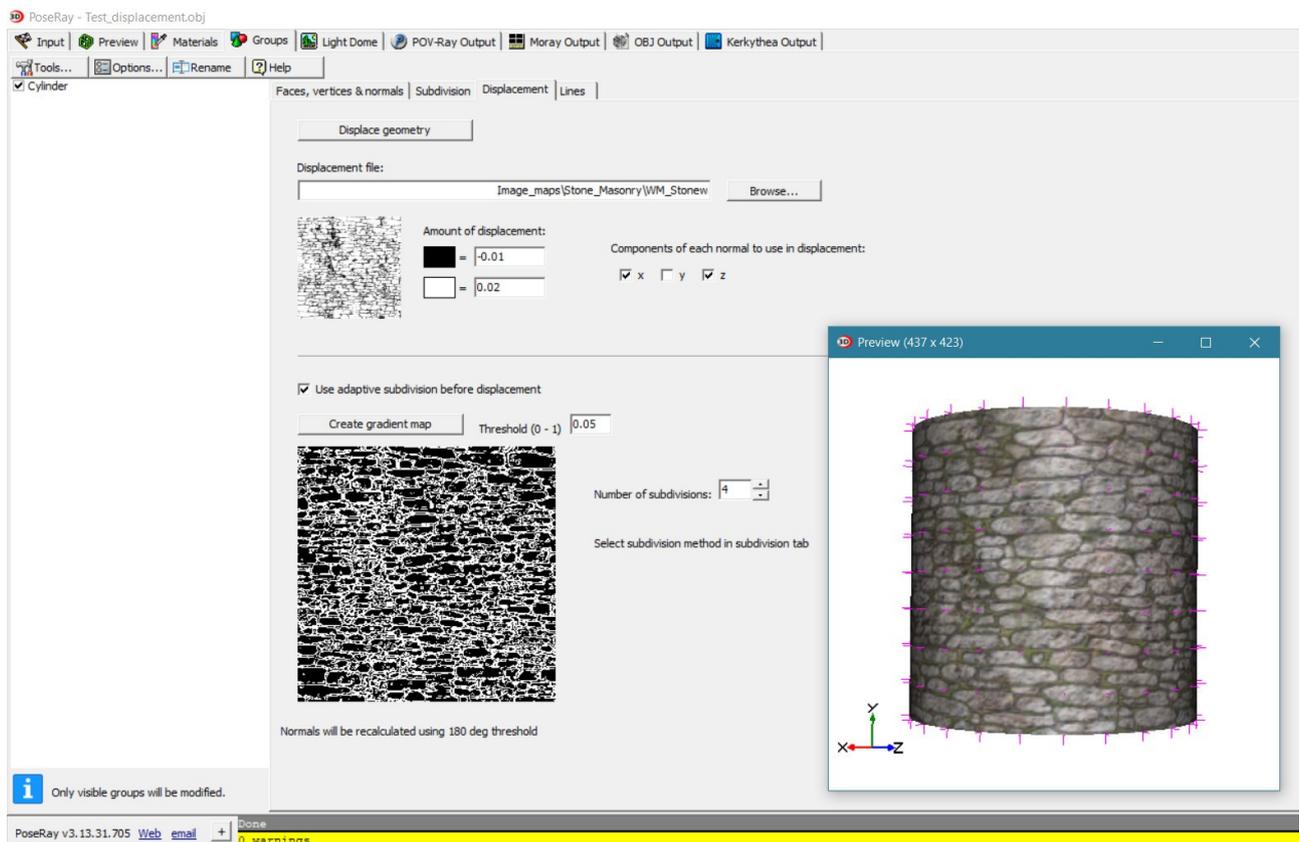
Following Norbert Kern's 'Mountain forest', I wanted to show here an example of the easy use of the Displacement function in Poseray, and which is not enough known, I guess.

First make an object and an uv-mapped texture. Then import in Poseray.

A first image shows the used settings in Poseray:

- a displacement map can be made with Gimp, based on the image map used. it should/could be blurred/dilated with Gimp, then with IC;
- amount of displacement -0.01 (black) and 0.02 (white); only the x and z components in the case of this wall;
- adaptive subdivision (threshold 0.05 to 0.1 according to cases);
- after this, 'Displace geometry' generates the displacement of the object.

The second image shows the result rendered in POV-Ray.





Another interesting displacement material is the one obtained with the 'strands' application by Sam Bengé. Attached are the results, one with the used image_map superposed over the resulting displacement.



