

## 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.



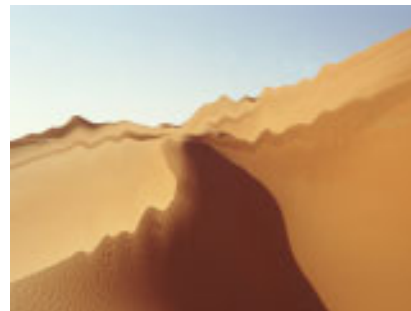
*Noise Map*



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*

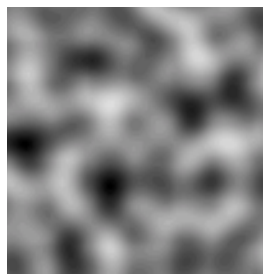


*Displacement Map with Noise Map*

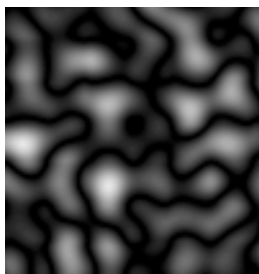
**Flow Direction** sets the direction of motion of the noise pattern.

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

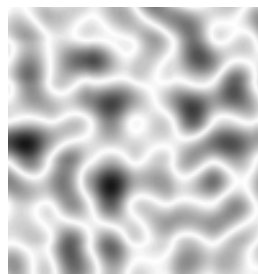
The **Noise Type** menu sets the general appearance of the noise pattern. The three different Noise Types, *Smooth*, *Bubbly* and *Stringy*, include some inherent shape and size differences. You can compensate for these differences by adjusting the Scale, Morph Rate, and Turbulence settings slightly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