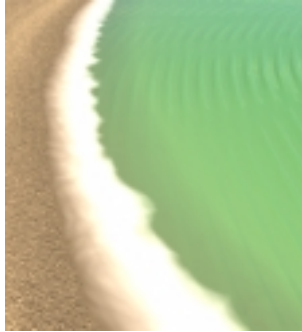


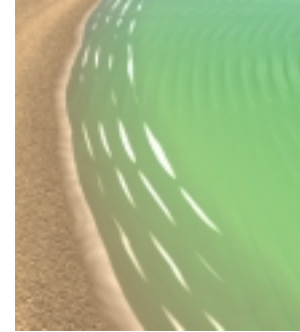
Water Surf

Notes:

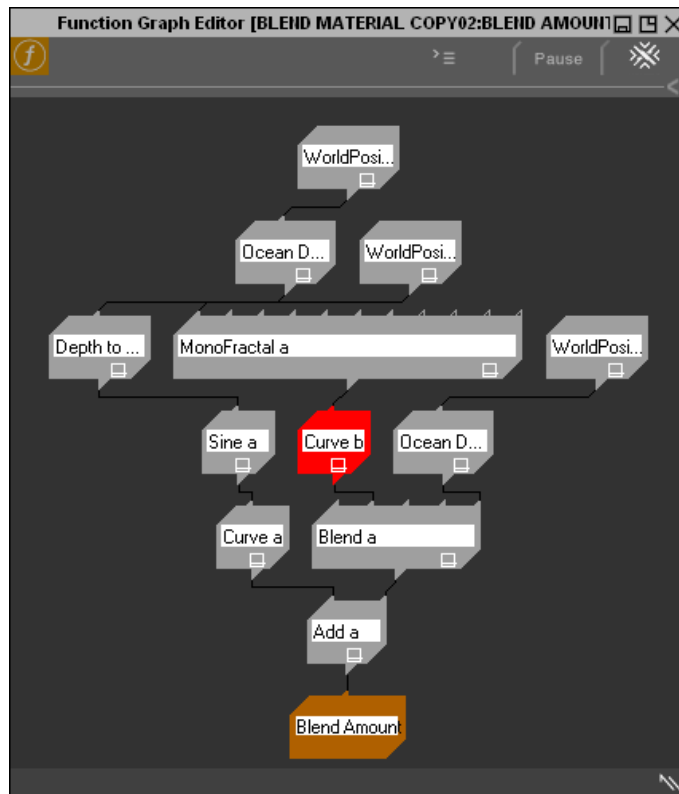
- Blend edge or blended edge refers to the surf next to the water. Beach edge refers to the surf next to the beach/shore.
- This surf has texture driven displacement which gives the patterned edge on the beach edge.
- Blend edge pattern refers to the texture driven shape of the blended edge



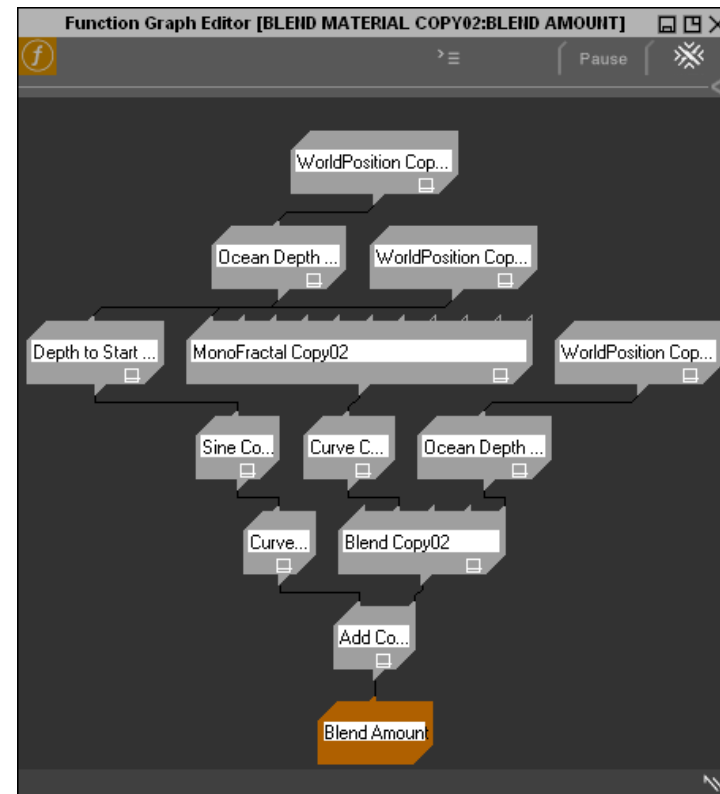
Original Dale blend



More Canyons blend on Dale (for easy visibility)



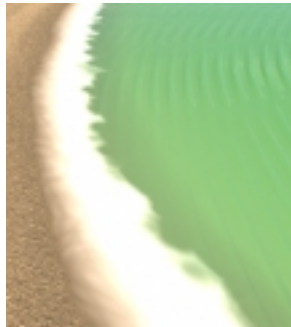
Renamed function boxes



Original function boxes

Curve a

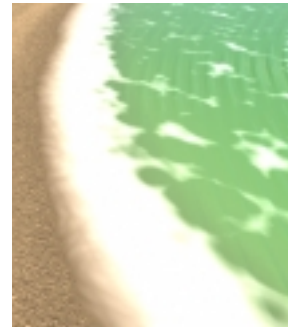
Setting	Dale	More Canyon	Affect on Dale function if known
Min Input	0	0	Decreasing into minus numbers roughens blend and increases surf – decreasing further breaks blended edge pattern so that surf is also in the water.
Max Input	1	1	Decreasing decreases surf edge pattern. Increasing reduces surf
Beyond Input	Clamp	Clamp	No noticeable affect
Min Output	0	0	Reducing value reduces surf
Max Output	2	1	Decreasing decreases surf. Increasing increases surf at the expense of the blended edge pattern (as Max Input = 0.1)
Beyond Output	No Change	No Change	No noticeable affect



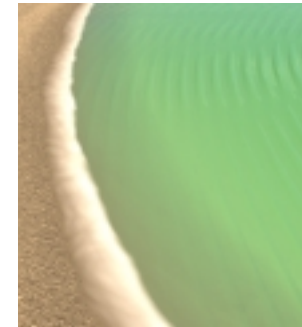
Min Input = -0.5



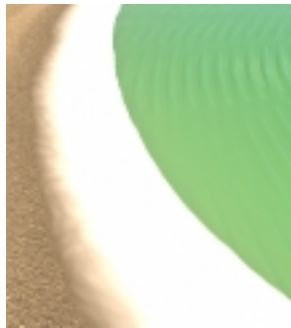
Min Input = -1



Min Input = -1.33



Min Input = 0.9



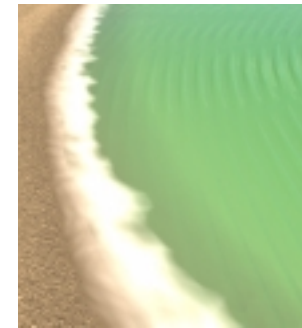
Max Input = 0.1



Max Input = 2



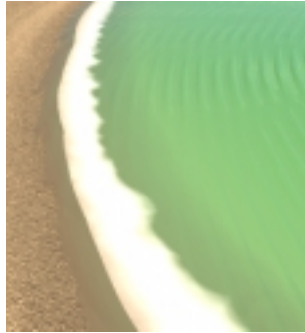
Min Output = -10



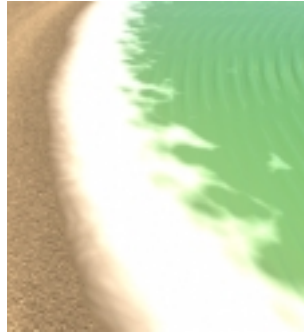
Max Output = 1.5

Blend a

Setting	Dale	More Canyon	Affect on Dale function if known
Blend Low Value	1	1	Increasing value had no visible effect. Reducing value reduces surf on beach edge. Values tested -1, -10, -100, -1000, -10000
Blend Range Low	0	0	Increasing value has negligible affect on blend. If Blend Range High value is very large then a big number here has an affect but it's too subtle to describe
Blend Range High	5	5	Increasing value gives more surf with bigger blend edge pattern.



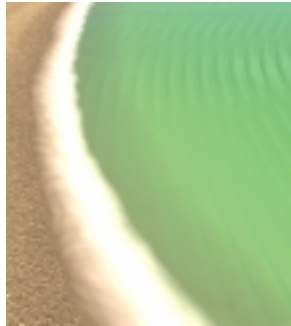
Blend Low Value = -10



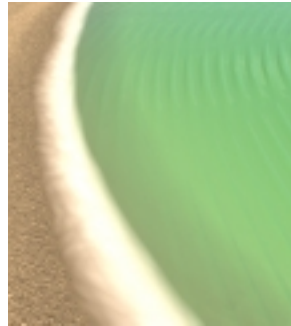
Blend Range High = 200

Curve b

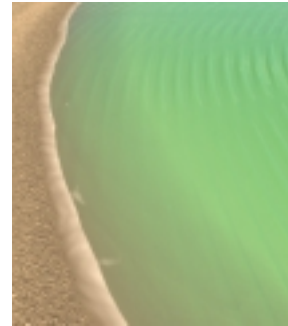
Setting	Dale	More Canyon	Affect on Dale function if known
Min Input	0.3	-0.497788	Reducing reduces surf. Minus (negative) 1 is the lowest relevant value. Increasing increases surf up to it's blended edge – that is, reducing blend edge pattern.
Max Input	1	0.699767	Reducing value reduces surf edge pattern. Increasing increases surf up to surf edge.
Beyond Input	Clamp	Clamp	Negligible affect
Min Output	-1	-1	Reducing value reduces surf. Increasing increases surf up to surf edge.
Max Output	0	0	Increasing increases surf breaking bits off into the water. Reducing reduces surf edge
Beyond Output	No Change	No Change	Negligible affect



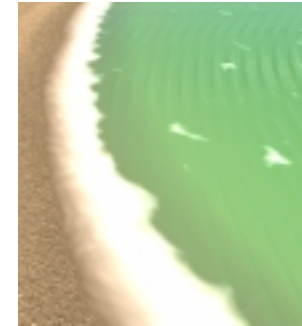
Min Input = -1



Max Input = 0.1



Min Output = -5



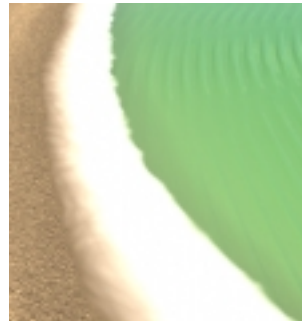
Max Output = 0.66

Depth to Start a

Setting	Dale	More Canyon	Affect on Dale function if known
Min Input	0	0	Reducing number reduces surf on blended edge. Increasing, increases surf by reducing blended edge
Max Input	100	100	Reducing number reduces surf. Increasing increases surf
Beyond Input	Clamp	Clamp	No affect or unwanted affect
Min Output	0	-800	Reducing reduces affect until at some point extra lines of surf appear. Reducing the number further increases lines of surf.
Max Output	100	800	Reducing reduces surf on blend edge. Increasing makes splits surf into lines.
Beyond Output	No Change	No Change	No affect or unwanted effect



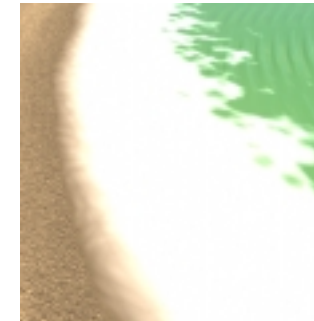
Min Input = -50



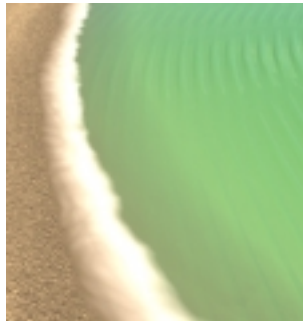
Min Input = 50



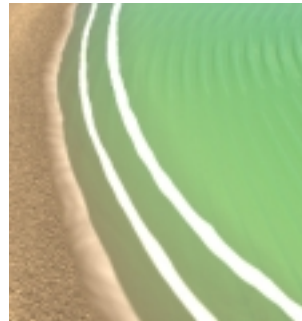
Max Input = 50



Max Input = 250



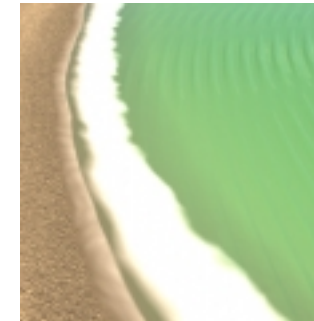
Min Output = -50



Min Output = -500



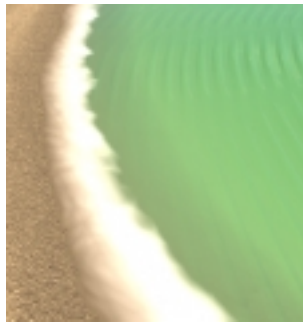
Max Output = 70



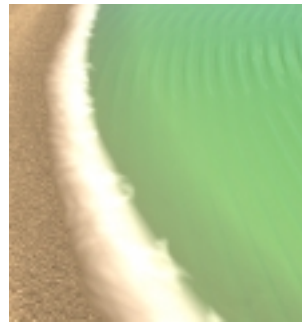
Max Output = 150

MonoFractal a

Setting	Dale	More Canyon	Affect on Dale function if known
Largest Feature	(500) (500) (500)	(1000) (1000) (1000)	Changes scale of surf blend effect
Smallest Feature	(200) (200) (200)	(450) (450) (450)	Changes scale of surf blend effect
Offset	(0) (0) (0)	(0) (0) (0)	Offsets surf edge on water side (1 = 1 x Largest feature)
Result Scale	1	1	Changes surf effect on water side slightly.
Roughness	0.7	0.375	Negligible effect on this basis function as it is
Detail	0	0	-
Lacunarity	2.01	2.01	See Mojo manual for explanation of this setting
Fixed Octave Cou...	No	No	Smoothed surf blend edge
Rotate per octave	No	No	Little effect on this basis function as it is
Input domain	3	3	I don't understand why this is on 3 instead of 1. Doesn't seem to effect blend as it is
Basis Function	Voronoi	Ridged Gradient	Changes nature of blended edge. Can also be altered by making changes in the Basis function editor and result curve



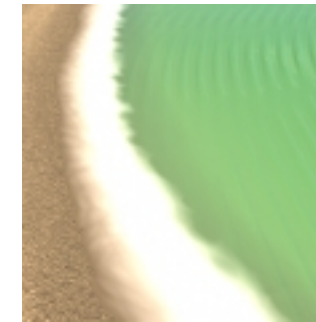
Largest Feature = 750



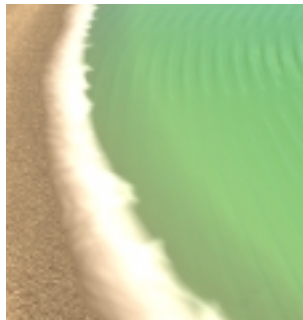
Smallest Feature = 100



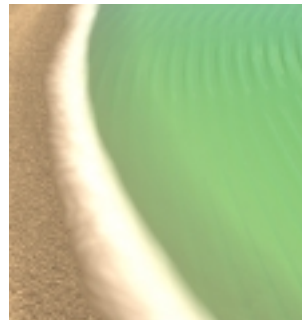
Offset = 10



Result Scale = 0.55



Result Scale = 1.55



Fixed Octave Cou = Checked



Basis Function = Gradient Perlin