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Musgrave Texture Node

The Musgrave texture node was replaced by the [Noise Texture](#) node, which includes all the same functionality.

- The Dimension input was replaced by a Roughness input, where $(\text{Roughness} = \text{Lacunarity}^{\{-\text{Dimension}\}})$.
- The Detail input value must be subtracted by 1 compared to the old Musgrave Texture node.

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Last updated on 2025-05-10

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