

Bricks Node

The Bricks node creates a brick-like pattern.



Inputs

Bricks 1, Bricks 2

Sets the color range of the bricks. Brick colors are chosen randomly between these two colors.

Mortar

Sets the mortar color, in between the bricks.

Thickness

Sets the thickness of the mortar.

Bias

The bias of randomly chosen colors, between (-1 to 1). -1 Makes all bricks Color 1, and a value of 1 makes them all Color 2.

Brick Width

Sets the horizontal size of all the bricks.

Row Height

Sets the vertical size of all the bricks.

Properties

Offset

The relative offset of the next row of bricks.

Frequency

Offset every N rows. The brick pattern offset repeats every N rows.

Squash

Scales the bricks in every N rows by this amount.

Frequency

Squash every N rows.

Outputs

Color

Standard color output.