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Spatial Noise

The *Spatial Noise* modifier adds some spatial noise to the stroke. Spatial noise displacements are added in the normal direction (i.e. the direction perpendicular to the tangent line) evaluated at each stroke vertex.

Amplitude

How much the noise distorts the stroke.

Scale

How wide the noise is along the stroke.

Octaves

The level of detail of the noise.

Smooth

When enabled, apply some smoothing over the generated noise.

Pure Random

When disabled, the next generated random value depends on the previous one; otherwise they are completely independent. Disabling this setting gives a more “consistent” noise along a stroke.

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Last updated on 2025-05-10

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