Perlin Noise 2D

The *Perlin Noise 2D* modifier adds one-dimensional Perlin noise to the stroke. The modifier generates noisy displacements using 2D coordinates of stroke vertices as the input of the noise generator.

Frequency

How dense the noise is (kind of a scale factor along the stroke).

Amplitude

How much the noise distorts the stroke in the *Angle* direction.

Seed

The seed of the random generator (the same seed over a stroke will always give the same result).

Octaves

The "level of detail" of the noise.

Angle

In which direction the noise is applied (0.0 is fully horizontal).