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Brick Texture Node

The *Brick Texture* is used to add a procedural texture producing bricks.



Inputs

Color 1/2

Color of the bricks.

Mortar

The color of the area between bricks.

Scale

Overall texture scale.

Mortar Size

The size of the filling between the bricks known as “mortar”; 0 means no mortar.

Mortar Smooth

Blurs/softens the edge between the mortar and the bricks. This can be useful with a texture and displacement textures.

Bias

The color variation between *Color 1/2*. Values of -1 and 1 only use one of the two colors; values in between mix the colors.

Brick Width

The ratio of brick’s width relative to the texture scale.

Row Height

The ratio of brick’s row height relative to the texture scale.

Properties

Offset

Determines the brick offset of the various rows.

Frequency

How often rows are offset; a value of 2 gives an even/uneven pattern of rows.

Squash

Factor to adjust the brick’s width for particular rows determined by the *Frequency*

Frequency

How often rows consist of “squished” bricks.

Outputs

Color

Texture color output.

Factor

Mortar mask (1 = mortar).

Examples





Brick texture: Colors changed, Squash 0.62, Squash Frequency 3.

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Last updated on 2025-05-10

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