Stucci

Stucci Texture panels.

The *Stucci* texture is based on noise functions. It is often used for stone, asphalt, or oranges, normally for bump mapping to create grainy surfaces.

Options

Plastic / Wall In / Wall out

Plastic is the standard Stucci, while the "walls" is where Stucci gets it name. This is a typical wall structure with holes or bumps.

Soft / Hard

There are two methods available for working with Noise.

Size

Dimension of the Noise table.

Turbulence

Depth of the *Stucci* calculations.

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