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ShaderNodeTexNoise(ShaderNode)

base classes — [bpy_struct](#), [Node](#), [NodeInternal](#), [ShaderNode](#)

class bpy.types.**ShaderNodeTexNoise**(**ShaderNode**)

Generate fractal Perlin noise

color_mapping

Color mapping settings

TYPE:

[ColorMapping](#), (readonly, never None)

noise_dimensions

Number of dimensions to output noise for

- 1D 1D – Use the scalar value W as input.
- 2D 2D – Use the 2D vector (X, Y) as input. The Z component is ignored..
- 3D 3D – Use the 3D vector (X, Y, Z) as input.
- 4D 4D – Use the 4D vector (X, Y, Z, W) as input.

TYPE:

enum in ['1D', '2D', '3D', '4D'], default '1D'

noise_type

Type of the Noise texture

- MULTIFRACTAL Multifractal – More uneven result (varies with location), more similar to a real terrain.
- RIDGED_MULTIFRACTAL Ridged Multifractal – Create sharp peaks.
- HYBRID_MULTIFRACTAL Hybrid Multifractal – Create peaks and valleys with different roughness values.
- FBM fBM – The standard fractal Perlin noise.
- HETERO_TERRAIN Hetero Terrain – Similar to Hybrid Multifractal creates a heterogeneous terrain, but with the likeness of river channels.

TYPE:

enum in ['MULTIFRACTAL', 'RIDGED_MULTIFRACTAL', 'HYBRID_MULTIFRACTAL', 'FBM', 'HETERO_TERRAIN'], default 'MULTIFRACTAL'

normalize

Normalize outputs to 0.0 to 1.0 range

TYPE:

boolean, default False

texture_mapping

Texture coordinate mapping settings

TYPE:

[TexMapping](#), (readonly, never None)

classmethod **is_registered_node_type**()

True if a registered node type

RETURNS:

Result

RETURN TYPE:

boolean

classmethod input_template(index)

Input socket template

PARAMETERS:

index (*int* in $[0, inf]$) – Index

RETURNS:

result

RETURN TYPE:

`NodeInternalSocketTemplate`

classmethod output_template(index)

Output socket template

PARAMETERS:

index (*int* in $[0, inf]$) – Index

RETURNS:

result

RETURN TYPE:

`NodeInternalSocketTemplate`

classmethod bl_rna_get_subclass(id, default=None)**PARAMETERS:**

id (*str*) – The RNA type identifier.

RETURNS:

The RNA type or default when not found.

RETURN TYPE:

`bpy.types.Struct` subclass

classmethod bl_rna_get_subclass_py(id, default=None)**PARAMETERS:**

id (*str*) – The RNA type identifier.

RETURNS:

The class or default when not found.

RETURN TYPE:

type

Inherited Properties

- `bpy_struct.id_data`
- `Node.type`
- `Node.location`
- `Node.location_absolute`
- `Node.width`
- `Node.height`
- `Node.dimensions`
- `Node.name`
- `Node.select`
- `Node.show_options`
- `Node.show_preview`
- `Node.hide`
- `Node.mute`
- `Node.show_texture`
- `Node.bl_idname`
- `Node.bl_label`

- `Node.label`
- `Node.inputs`
- `Node.outputs`
- `Node.internal_links`
- `Node.parent`
- `Node.warning_propagation`
- `Node.use_custom_color`
- `Node.color`
- `Node.color_tag`
- `Node.bl_description`
- `Node.bl_icon`
- `Node.bl_static_type`
- `Node.bl_width_default`
- `Node.bl_width_min`
- `Node.bl_width_max`
- `Node.bl_height_default`
- `Node.bl_height_min`
- `Node.bl_height_max`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.id_properties_clear`
- `bpy_struct.id_properties_ensure`
- `bpy_struct.id_properties_ui`
- `bpy_struct.is_property_hidden`
- `bpy_struct.is_property_overridable_library`
- `bpy_struct.is_property_readonly`
- `bpy_struct.is_property_set`
- `bpy_struct.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `bpy_struct.path_from_id`
- `bpy_struct.path_resolve`
- `bpy_struct.pop`
- `bpy_struct.property_overridable_library_set`
- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`
- `Node.socket_value_update`
- `Node.is_registered_node_type`
- `Node.poll`
- `Node.poll_instance`
- `Node.update`
- `Node.insert_link`
- `Node.init`
- `Node.copy`
- `Node.free`
- `Node.draw_buttons`
- `Node.draw_buttons_ext`
- `Node.draw_label`
- `Node.debug_zone_body_lazy_function_graph`
- `Node.debug_zone_lazy_function_graph`
- `Node.poll`
- `Node.bl_rna_get_subclass`
- `Node.bl_rna_get_subclass_py`
- `NodeInternal.poll`
- `NodeInternal.poll_instance`
- `NodeInternal.update`
- `NodeInternal.draw_buttons`
- `NodeInternal.draw_buttons_ext`
- `NodeInternal.bl_rna_get_subclass`
- `NodeInternal.bl_rna_get_subclass_py`
- `ShaderNode.poll`
- `ShaderNode.bl_rna_get_subclass`
- `ShaderNode.bl_rna_get_subclass_py`