Random Value Node

The *Random Value* node outputs a white noise like value as a *Float*, *Integer*, *Vector*, or *Boolean* field.

Inputs

Min

The minimum value of the range where random values are sampled from. This input is only available for *Float*, *Integer*, and *Vector* types.

Max

The maximum value of the range where random values are sampled from. This input is only available for *Float*, *Integer*, and *Vector* types.

Probability

The probability ratio for the random *Boolean* output to be *True*. This input is only available for *Boolean* types.

ID

An ID to drive the random number generator seed. By default, this input uses the same value as of the ID Node, which is the `id` attribute of the context geometry if it exists, and otherwise the index.

> Tip
>
> Single Random Value
>
> By default, the random value node generates a value for each unique index. If a single random value is desired, connect a single value (such as an Integer Node) to the ID input.

Seed

A field to Seed the random number generator. This can be used to generate a different set of random values, even for two nodes with the same *ID* input.

Properties

Data Type

Float:
The output will be a *Float* field.

Integer:
The output will be an *Integer* field.

Vector:
The output will be a *Vector* field.

Boolean:
The output will be a *Boolean* field.

Outputs

Value

Random values as a field.