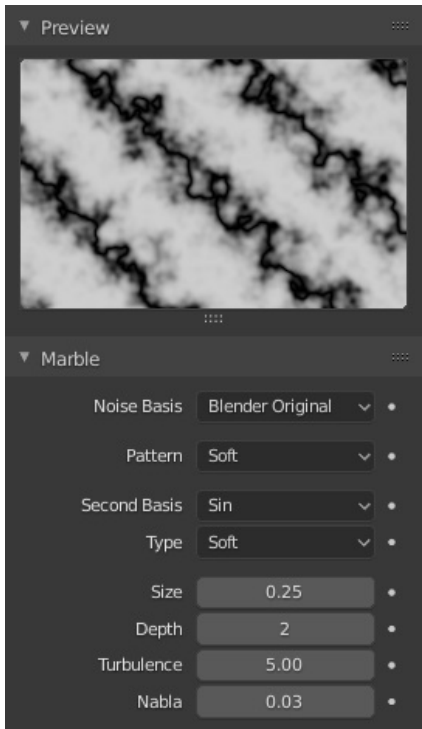


The marble texture is used to generate marble, fire, or noise with a structure. Bands are generated based on the sine, saw, or triangular formula and noise turbulence.



Marble Texture panels.

## Options

### Marble Type

Three settings for soft to more clearly defined *Marble*.

Soft, Sharp, Sharper

### Noise basis

Shape of wave to produce bands.

Sine, Saw, Triangle

### Noise Type

The noise function works with two methods.

Soft, Hard

### Size

The dimensions of the noise table.

### Depth

The depth of the *Marble* calculation. A higher value results in greater calculation time, but also in finer details.

### Turbulence

The turbulence of the sine bands.

