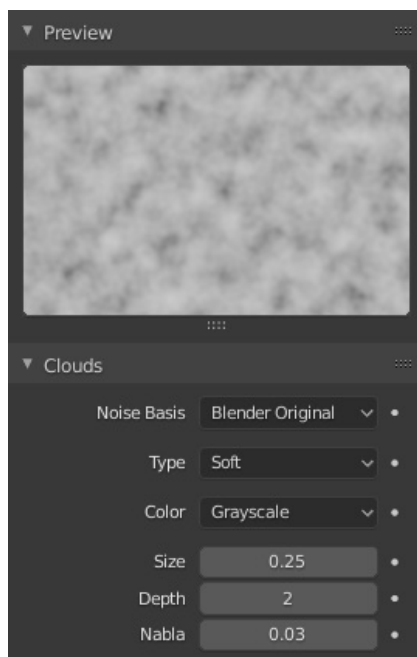


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# Clouds

Clouds represent Perlin noise. In addition, each noise-based Blender texture (with the exception of Voronoi and simple noise) has a *Noise Basis* setting that allows the user to select which algorithm is used to generate the texture. This is often used for Clouds, Fire, Smoke. Well-suited to be used as Bump map, giving an overall irregularity to the material.



Clouds Texture panels.

## Options

### Grayscale

The standard noise, gives an intensity.

### Color

The noise gives an RGB value.

### Noise

*Soft* or *Hard*, changes contrast and sharpness.

### Size

The dimension of the Noise table.

### Depth

The depth of the *Clouds* calculation. A higher number results in a long calculation time, but also in finer details.

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