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# Perlin Noise 1D

The *Perlin Noise 1D* modifier adds one-dimensional Perlin noise to the stroke. The curvilinear abscissa (value between 0 and 1 determined by a point's position relative to the first and last point of a stroke) is used as the input to the noise function to generate noisy displacements.

This means that this modifier will give an identical result for two strokes with the same length and sampling interval.

## Frequency

How dense the noise is (kind of a scale factor along the stroke).

## Amplitude

How much the noise distorts the stroke in the *Angle* direction.

## Seed

The seed of the random generator (the same seed over a stroke will always give the same result).

## Octaves

The “level of detail” of the noise.

## Angle

In which direction the noise is applied (0.0 is fully horizontal).

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