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Magic Texture Node

The Magic Texture node is used to add a psychedelic color texture. It can be used for “Thin Film Interference” if you assign a *Reflection* Texture Coordinate to the Vector input and use a relatively high *Turbulence*. The RGB components are generated independently with a sine formula.

Inputs

Vector

Texture coordinate to sample texture at; defaults to Generated texture coordinates if the socket is left unconnected.

Scale

Scale of the texture.

Distortion

Amount of distortion.

Properties

Depth

Number of iterations.

Outputs

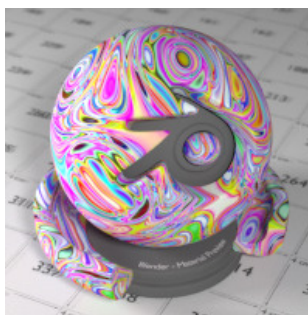
Color

Texture color output.

Factor

Texture intensity output.

Examples



Magic texture: Depth 10, Distortion 2.0.

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