

[Skip to content](#)

Wave Texture Node

The *Wave Texture* node adds procedural bands or rings with noise distortion.



Inputs

Vector

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

Scale

Overall texture scale.

Distortion

Amount of distortion of the wave.

Hint

In general, textures can be distorted by mixing their texture coordinates with another texture. The distortion built into the *Wave Texture Node* uses the *Color* output of the [Noise Texture Node](#).

To replicate this, center its value range around zero, multiply it by a factor proportional to *Distortion/Scale* and add the result onto the texture coordinates. *Detail*, *Detail Scale*, and *Roughness* of the *Wave Texture Node* correspond to the inputs on the [Noise Texture Node](#).

Detail

Amount of distortion noise detail.

Detail Scale

Scale of distortion noise.

Roughness

Blend between a smoother noise pattern, and rougher with sharper peaks.

Phase Offset

Position of the wave along the *Bands Direction*. This can be used as an input for more control over the distortion.

Properties

Type

Bands or *Rings* shaped waves.

Bands/Rings Direction

The axis the bands or rings propagate from i.e. which axis they are perpendicular to. When using *Bands* a *Diagonal* axis is an option and when using *Rings* the rings can propagate outwards from a single point by using *Spherical* direction.

Wave Profile

Controls the look of the wave type.

Saw:

Uses a sawtooth profile.

Sine:

Uses the standard sine profile.

Outputs

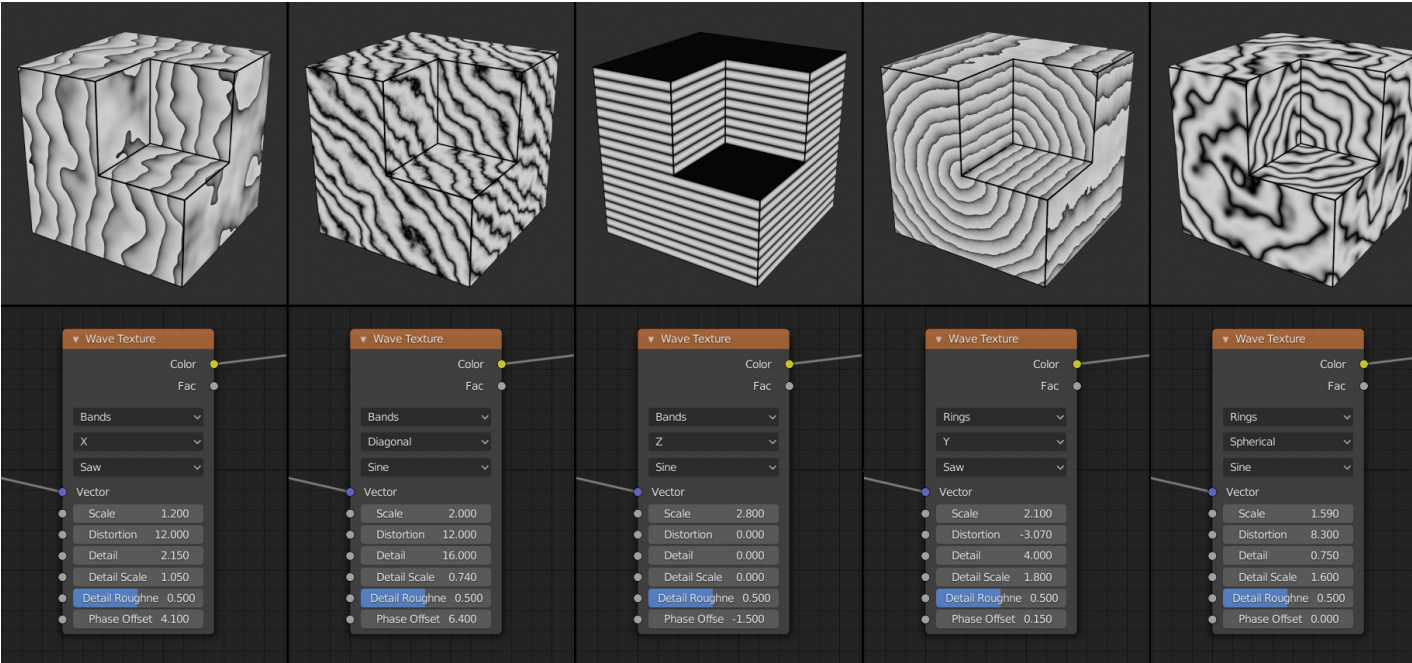
Color

Texture color output.

Factor

Texture intensity output.

Examples



Wave Texture.

[Previous](#)
[Voronoi Texture Node](#)

Copyright © : This page is licensed under a CC-BY-SA 4.0 Int. License

[No](#)
[White Noise Texture No](#)

[View Source](#)
[View Translation](#)
[Report issue on this page](#)

Made with [Furo](#)
Last updated on 2025-05-10