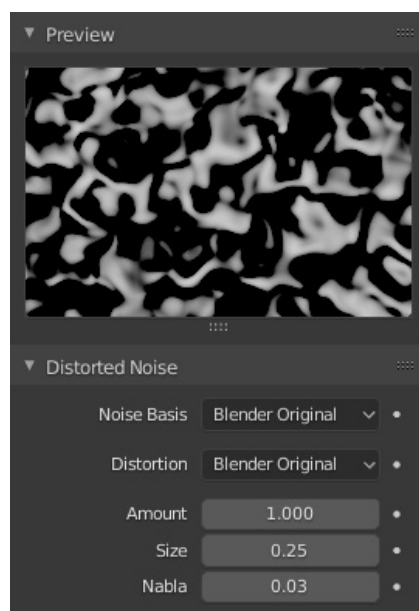


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Distorted Noise

Distortion Noise takes the option that you pick from *Noise Basis* and filters it, to create hybrid pattern. It is often used for grunge but is also very complex and versatile.



Distorted Noise Texture panels.

Options

Noise Basis

The texture to be distorted.

Distortion

The texture to use to distort another.

Amount

The amount that *Distortion Noise* affects *Basis*.

Size

The size of the noise generated.

Nabla

Almost all procedural textures in Blender use derivatives for calculating normals for texture mapping (except *Blend* and *Magic*). This is important : Normal and Displacement Maps. The strength of the effect is controlled with the *Nabla* number field.

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