Texture Type Items

NONE:

None.

BLEND:

Blend.

Procedural - create a ramp texture.

CLOUDS:

Clouds.

Procedural - create a cloud-like fractal noise texture.

DISTORTED_NOISE:

Distorted Noise.

Procedural - noise texture distorted by two noise algorithms.

IMAGE:

Image or Movie.

Allow for images or movies to be used as textures.

MAGIC:

Magic.

Procedural - color texture based on trigonometric functions.

MARBLE:

Marble.

Procedural - marble-like noise texture with wave generated bands.

MUSGRAVE:

Musgrave.

Procedural - highly flexible fractal noise texture.

NOISE:

Noise.

Procedural - random noise, gives a different result every time, for every frame, for every pixel.

STUCCI:

Stucci.

Procedural - create a fractal noise texture.

VORONOI:

Voronoi.

Procedural - create cell-like patterns based on Worley noise.

WOOD:

Wood.

Procedural - wave generated bands or rings, with optional noise.