Skip to content

Blend

The Blend texture generates a smoothly interpolated progression. This is one of the most frequently used procedural textures. You can use blend textures to blend other textures together (with *Stencil*), or to create nice effects (especially with the *Mapping: Normal* trick).

> Note
>
> Remember that if you use a ramp to create a custom blending, you may have to use *No RGB*, if the *Mapping* value needs an intensity input.
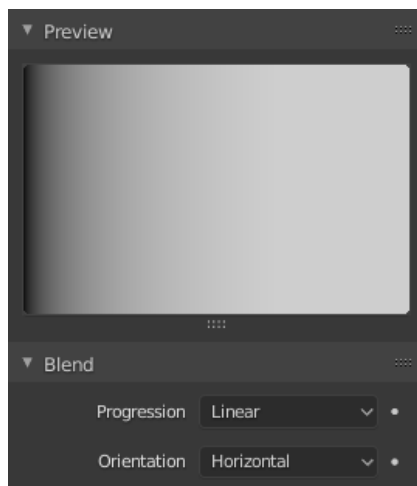
Blend Texture panels.

Options

Progression
: Profile of blend.

: **Linear**
  : A linear progression.

Quadratic
: A quadratic progression.

Easing
: A flowing, nonlinear progression.

Diagonal
: A diagonal progression.

Spherical
: A progression with the shape of a three-dimensional ball.

Quadratic Sphere
: A quadratic progression with the shape of a three-dimensional ball.

Radial
: A radial progression: *Horizontal / Vertical*. The direction of the progression is flipped a quarter turn.

Previous
Colors

Next
Clouds

View Source
View Translation
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