* Noise based PBR shader – permutation of standard PBR shader
  + Potential use:
    - Complex mixed material shader (Simple\*)
      * Texture used as a material key
      * Material areas will use 3 standard material corners from the standard material texture model
      * The original texture sample will be used as a default texture if the material key cannot resolve the noise channel used
        + Channel resolution algorithm:

If all channels below 0.5, snap channel to default texture system

If 1 channel is greater than all other channels then snap to that channel

If multiple channels are equal, blend the color evenly

* + - * Primary Noise
        + Metal noise or stone noise
        + Use examples:

Sword:

metal component areas

Structural:

element big stroke areas (pillars/floors/etc)

* + - * Secondary Noise
        + Wood noise?
        + Use examples:

Sword:

Handle

Hilt

Structural:

Major structural accents

* + - * Tertiary Noise
        + Wood or metal noise?
        + Use examples:

Sword:

decoration

Structural:

trim