

10.2.2.4.4.6 Render - Blender Render Engine - Textures - Texture types
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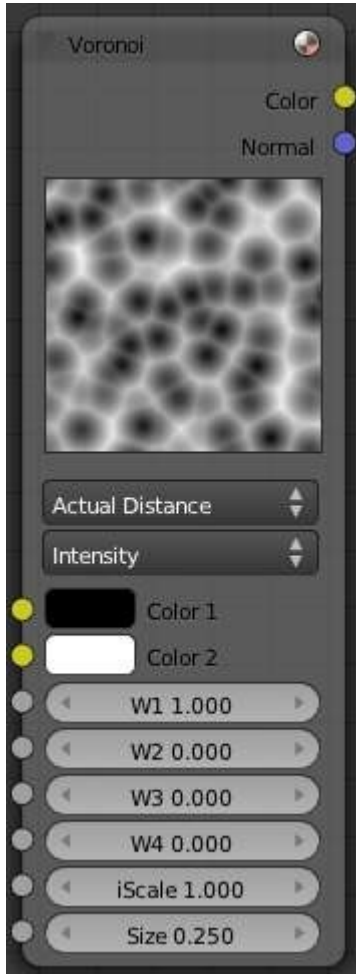
Texture Nodes

These nodes generat procedural textures, and function just like their non node based counterparts.

Common Options

Color 1/Color 2
Remaps the procedural texture with these colors. These do not function in the Magic node.

Voronoi



Voronoi node

See [Here](#)

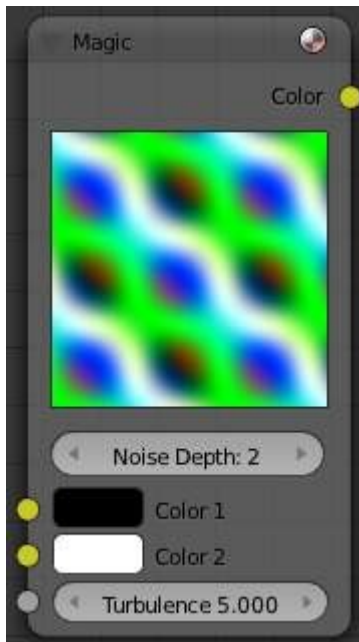
Blend



Blend node

See *Here*

Magic



Magic node

See *Here*

Marble



Marble node

See *Here*

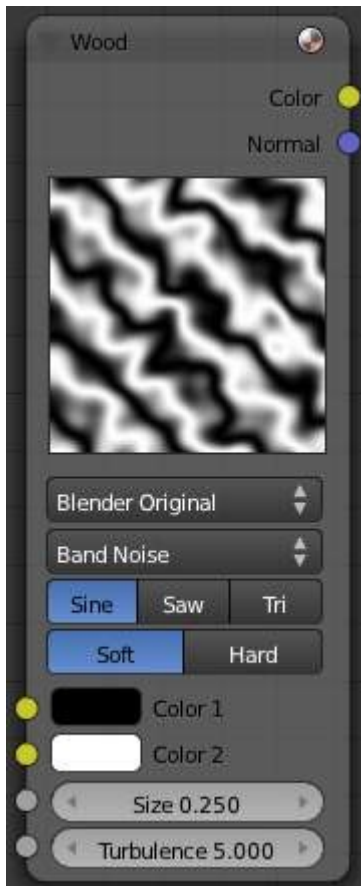
Clouds



Clouds node

See *Here*

Wood



Wood node

See *Here*

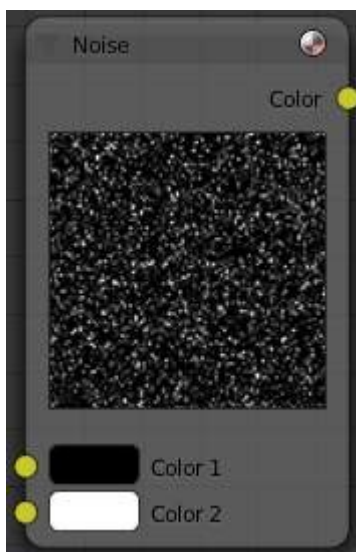
Musgrave



Musgrave

See *Here*

Noise



Noise

See *Here*

Stucci



Stucci

See *Here*

Distorted Noise



Distorted Noise node

See *Here*