10.2.2.4.1 Render - Blender Render Engine - Textures - Texture types - Introduction

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Texture types	1

Texture types

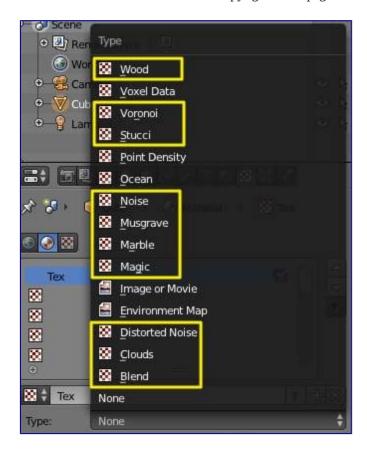
- Texture types
- Image Textures
- Video Textures
- Texture Nodes
 - Texture Nodes
 - Input Nodes
 - Output Nodes
 - Texture Color Nodes
 - Pattern Nodes
 - Texture Nodes
 - Texture Convertor Nodes
 - Distort Nodes
- Volume Textures
 - Voxel Data
 - Point Density Texture

Texture types

These are the available texture types:

· Procedural Textures

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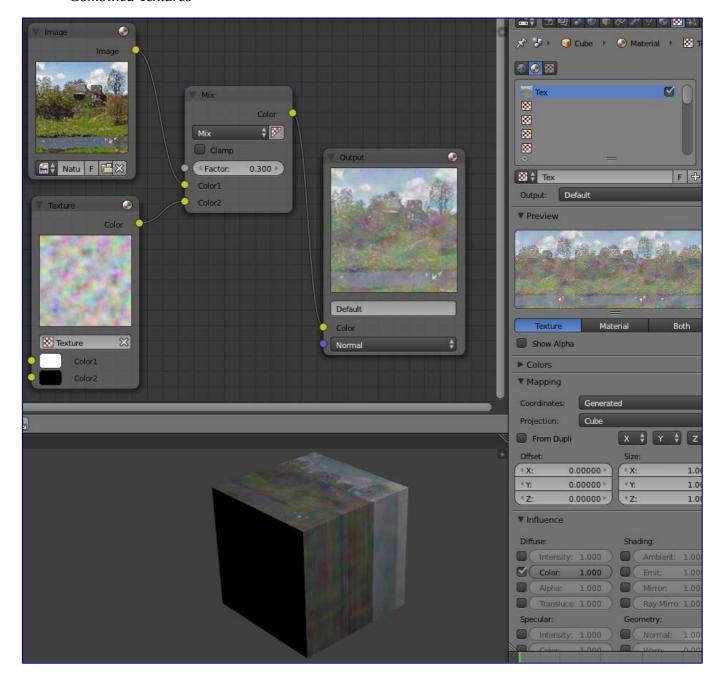
Textures generated by a mathematical formula.

- · Image Textures
- · Video Textures



Photos and films projected onto objects.

• Combined Textures



Combined textures based on nodes.

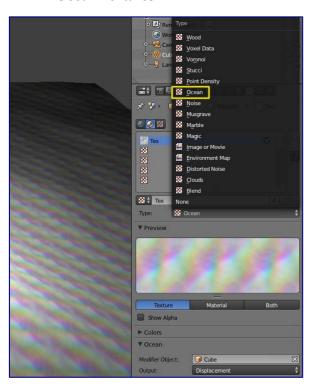
Volume Textures

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Textures that can be applied to volumetric data.

Ocean Textures



Texture generated by an Ocean modifier.

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