10.2.2.4.4.5 Render - Blender Render Engine - Textures - Texture types - Texture Nodes - Pattern Nodes
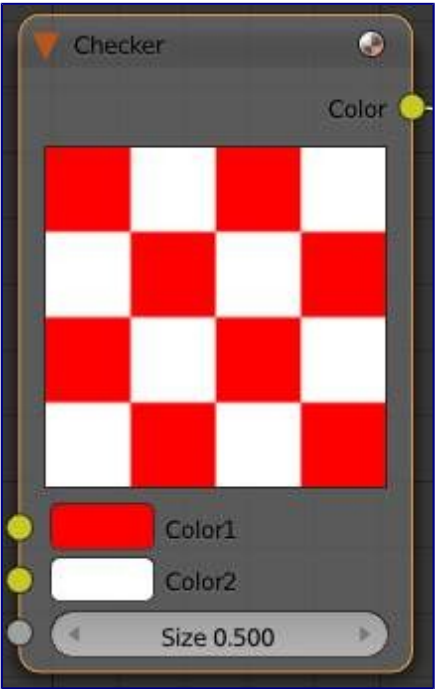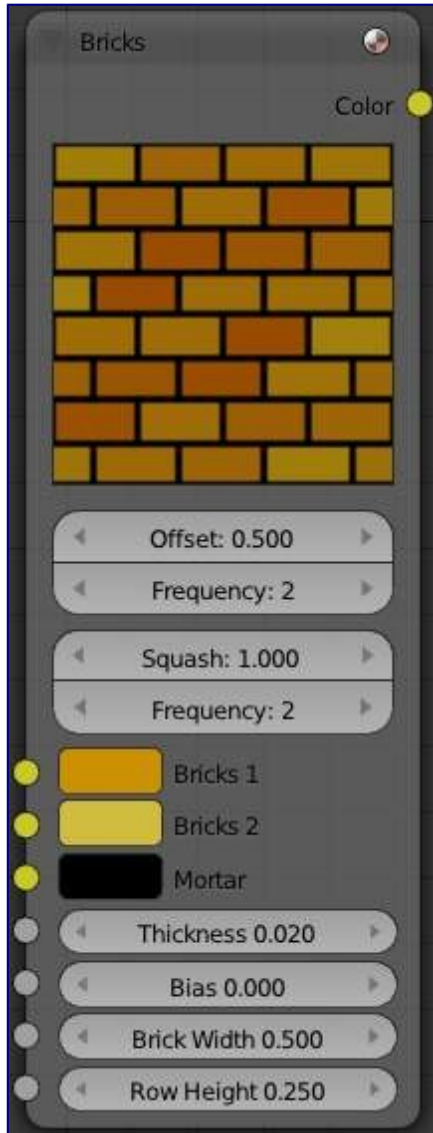
Pattern Nodes

Checker

Checker node

The checker node creates a checkerboard pattern

color 1/color 2
> Sets the color of the squares

Size
> The scale of the checker pattern

Bricks

Bricks node

The Bricks node creates a brick like pattern

Offset
> The relative offset of the next row of bricks

Frequency
> Offset every N rows. The brick pattern offset repeats every N rows.

Squash
> Scales the bricks in every N rows by this amount.

Frequency
> Squash every N rows.

Bricks 1, Bricks 2
> Sets the color range of the bricks. Brick colors are chosen randomly between these two colors.

Mortar
> Sets the mortar color, in between the bricks.

Thickness
> Sets the thickness of the mortar

Bias
> The bias of randomly chosen colors, between -1 and 1. -1 Makes all bricks Color 1, and a value of 1

makes them all Color 2.

Brick Width

Sets the horizontal size of all the bricks.

Row Height

Sets the verticalsize of all the bricks.