Brightmoore

NOISE

posted May 8, 2016, 9:53 AM by Adrian Brightmoore   [updated Jul 10, 2016, 9:17 PM]

This filter will replace a specific block in the selection area with another block according to a noise function. Use this filter to create blobby areas of interesting colour or random paths of different materials

This is great for breaking up large areas of single materials to add visual interest.

It can also be used to place areas of plants and ores.

NOISE

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📄 AAANOISE_v1.py (12k)	Adrian Brightmoore, Jun 1…	v.1		⬇
📄 AAANOISE_v2.py (12k)	Adrian Brightmoore, Dec …	v.1		⬇

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