**Aneesh Pavan Prodduturu**

**Q: What are the types of noise nodes and how do you lock and unlock assets?**

**A:**

There are 4 categories of noise nodes: mountain, point jitter, attribute noise, and Isoffset -- global.

**Mountain Node:** It uses fractal noise to shift points along their normals.

**PointJitter Node:** Jitters points in random directions.

**AttributeNoise Node:** Node that adds or produces noise in geometry properties.

**Isoffset Node:** Creates an offset surface based on geometry.

We may use an option to lock and unlock node assets. This option is only available to nodes that have a lock badge shown in the network editing pane's bottom-right corner. For instance, we may begin by constructing the network pane geometry from objects, then add a grid node and link the output of the line node to the input of the mountain node. A little lock emblem for the mountain node may be seen. By default, all assets are locked (), but we may unlock them using the assets on the top bar (). When a node is unlocked, we can view its internals by double-clicking on it in the network editor window, and here is how a mountain node appears when it is unlocked.

