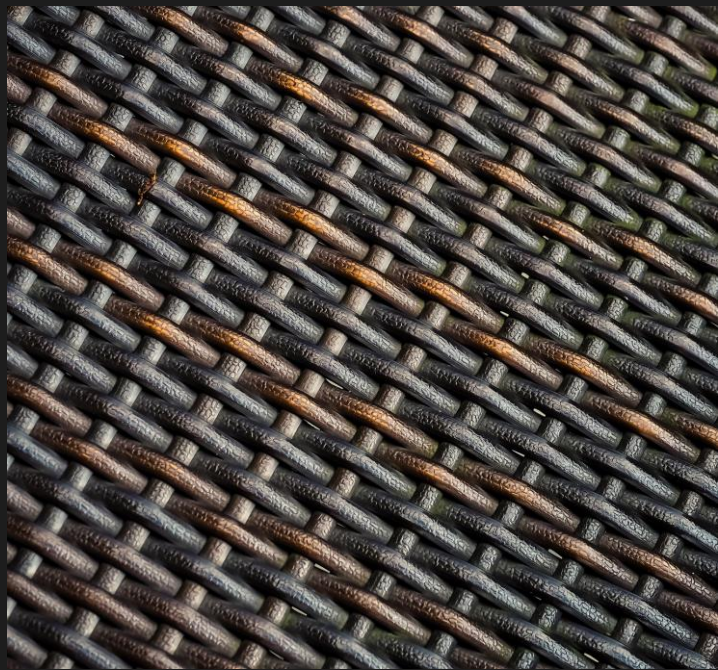


## 017강 Procedural Texture - 직물

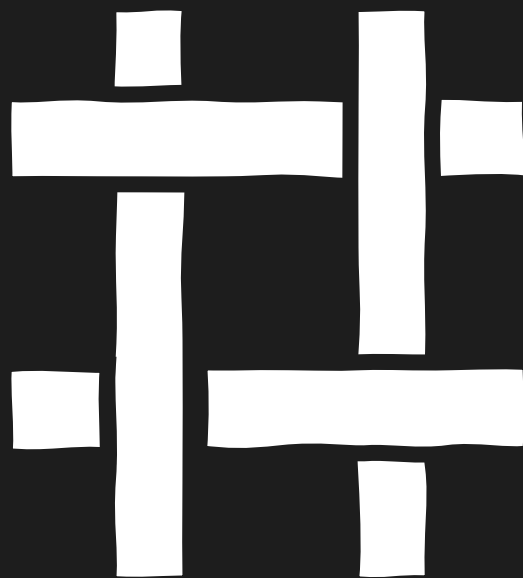


# 기본 아이디어

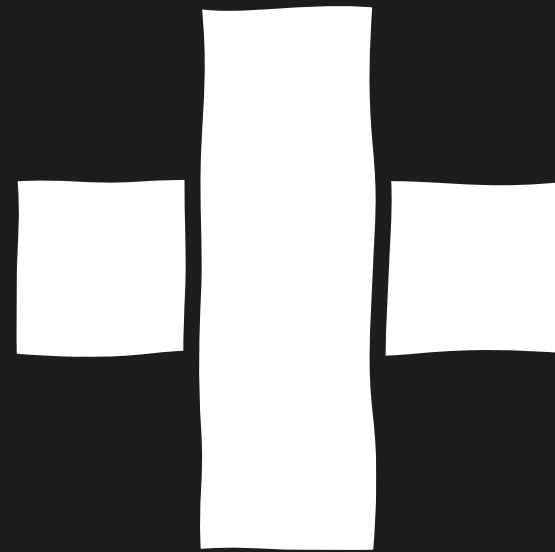
패턴을 쪼개봅시다



모든 디테일을 한번에 고려하기는 어렵습니다.



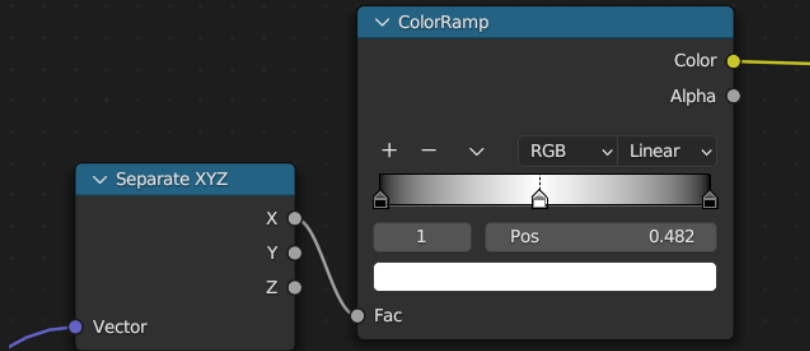
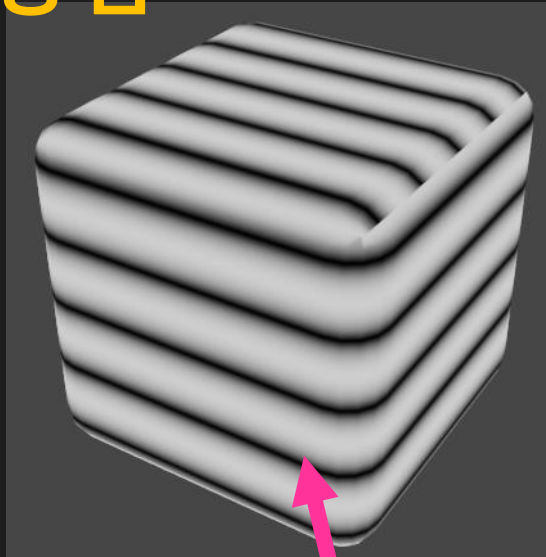
구조를 단순화해서 생각해봅시다.



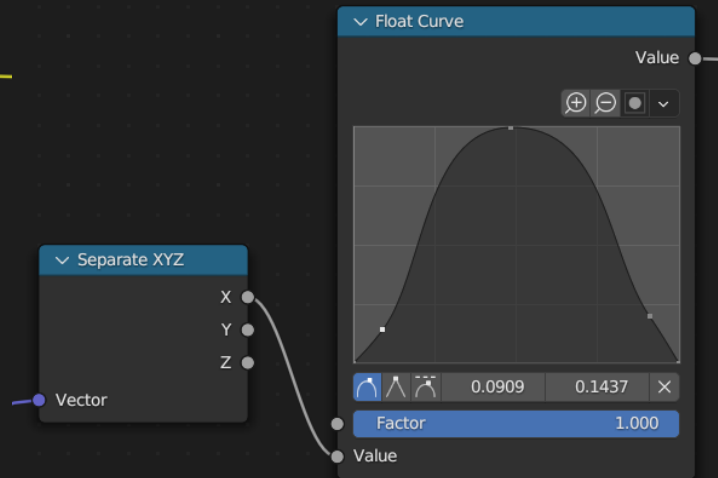
일단, 두 선이 겹치는 것만 생각하겠습니다.

# 높낮이를 표현하는 3가지 방법

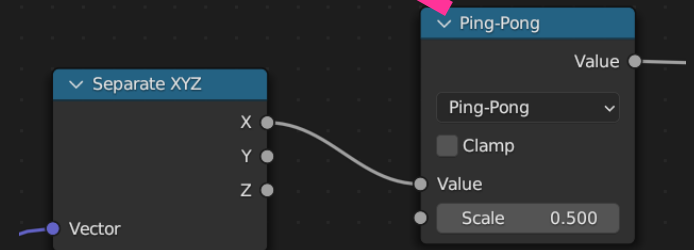
ColorRamp  
vs Curve  
Vs Math node



장점 : 화면에 보여지는 색이 ColorRamp와 일치.  
단점 : 높이를 밝기로 가늠해야 함

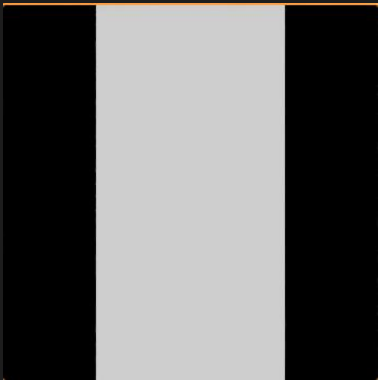


장점 : 만들어지는 높이를 직접 확인 가능.  
단점 : 컨트롤이 좋지 않음.  
크기가 큼 (치명적)

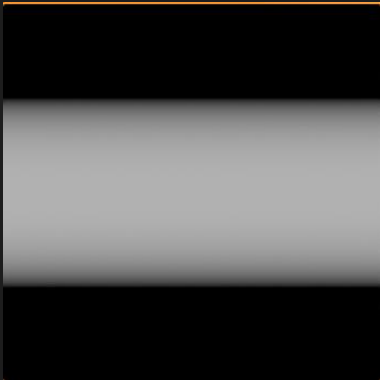


장점 : 정확한 컨트롤을 할 수 있음.  
단점 : 표현하려는 모양에 따라 만들기 어렵거나 불가능할 수 있음

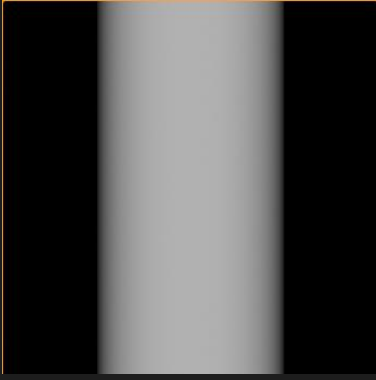
# Mix



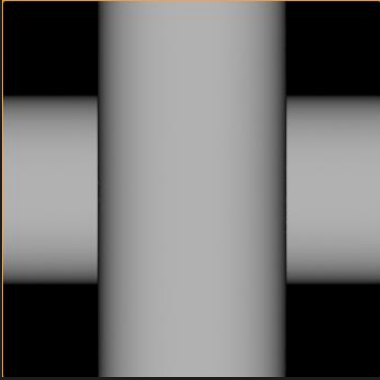
Fac



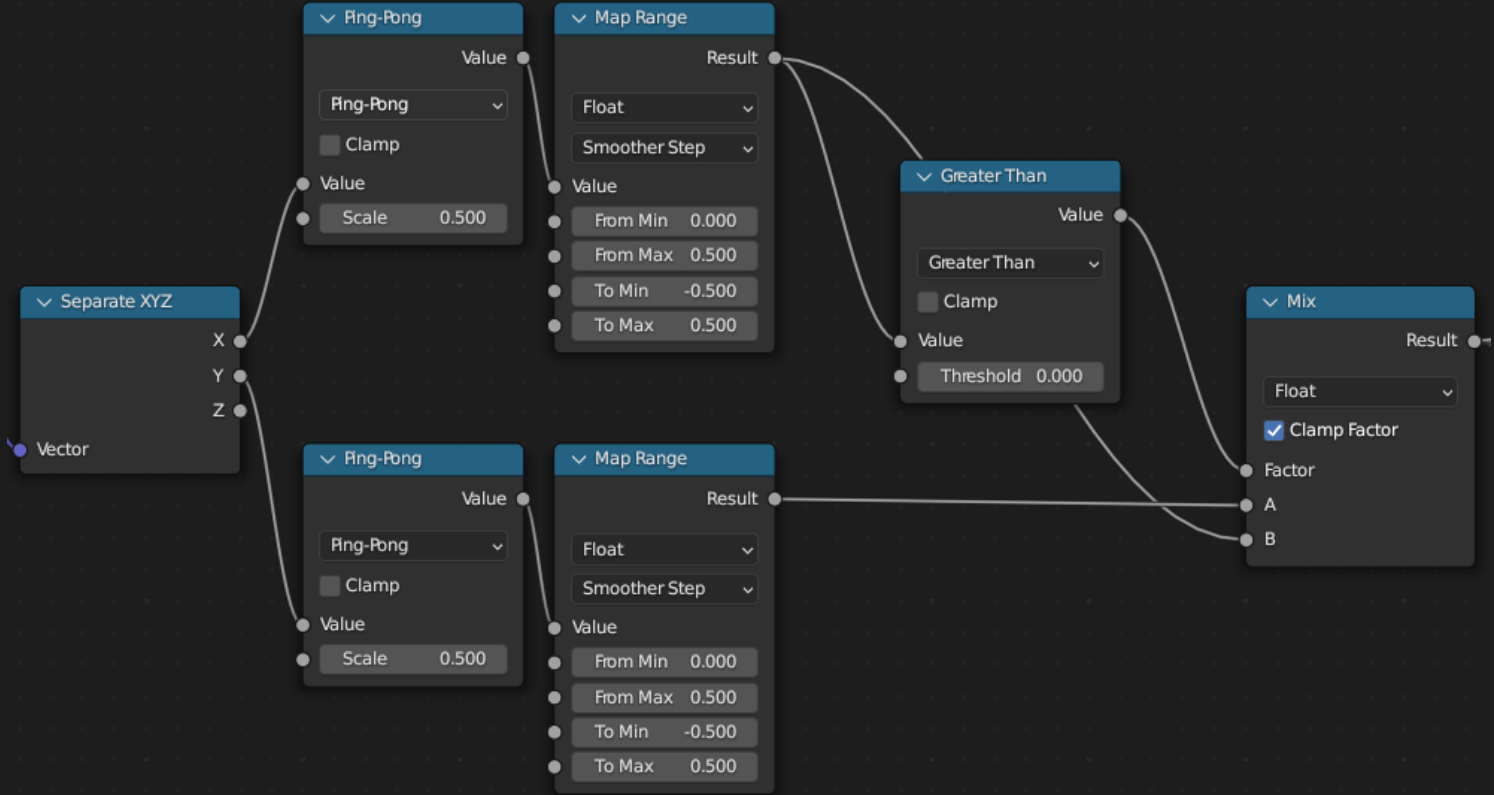
A



B

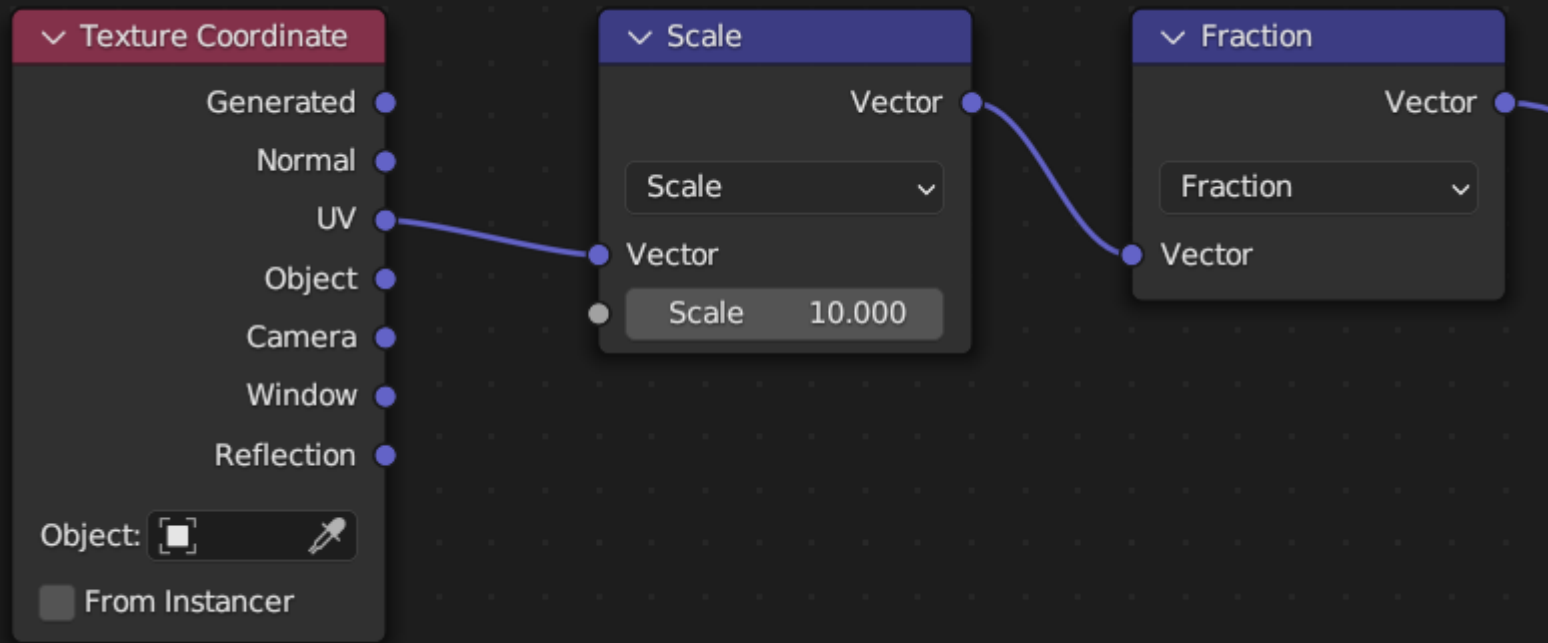


Result

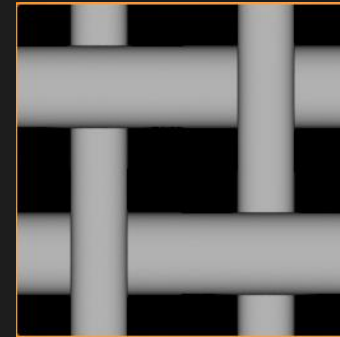
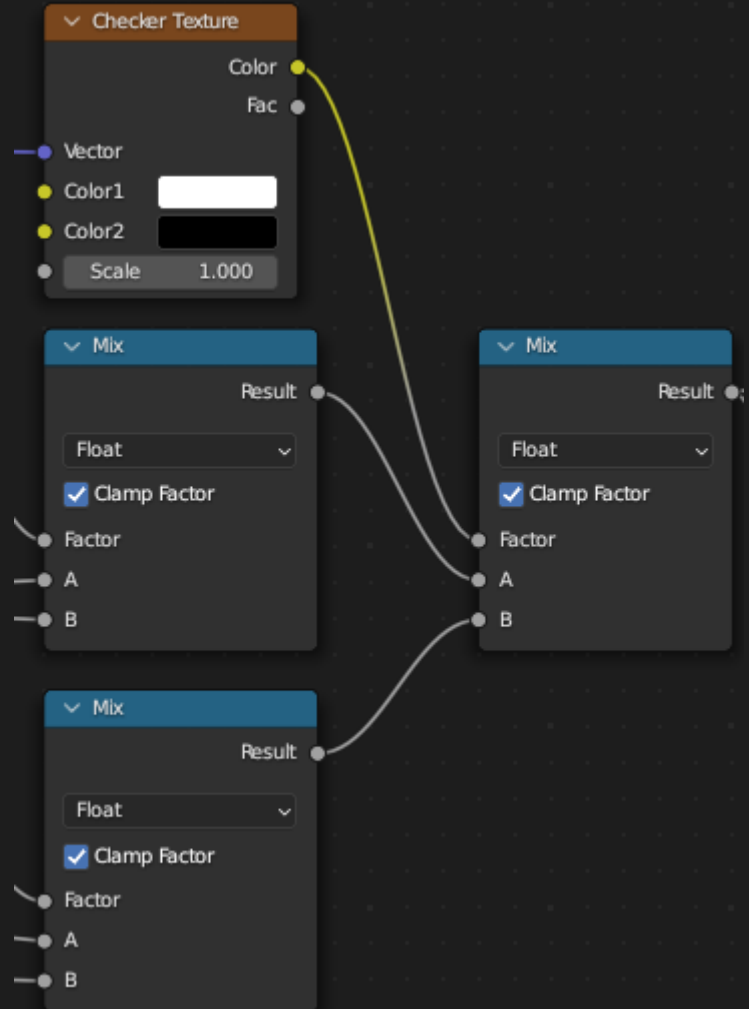
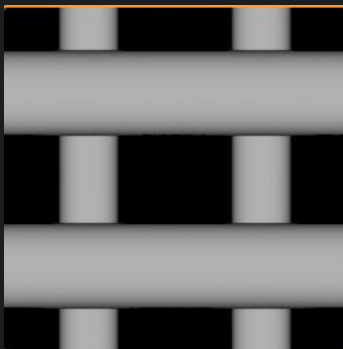
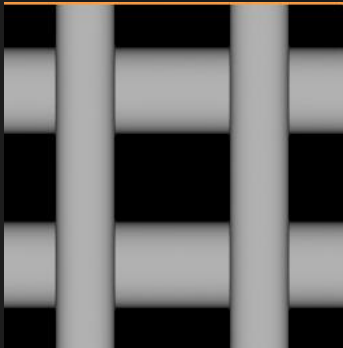
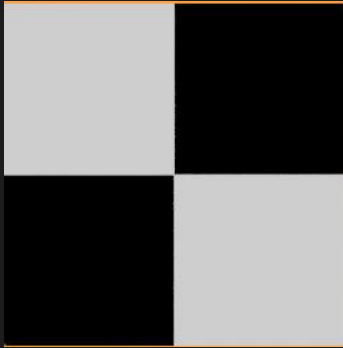


# 격자무늬 좌표

0에서 1 사이가 번갈아가며 나타나면 격자가 됩니다.

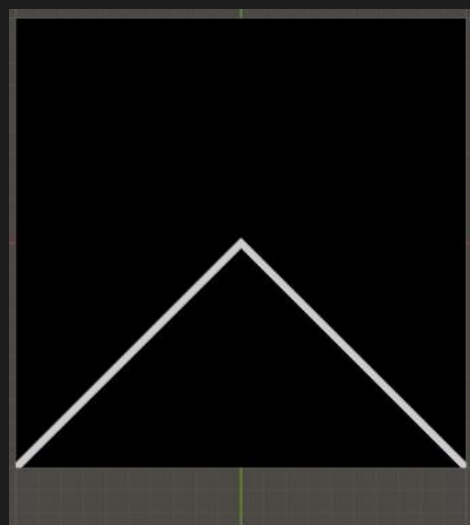


# 체커 무늬를 활용하기

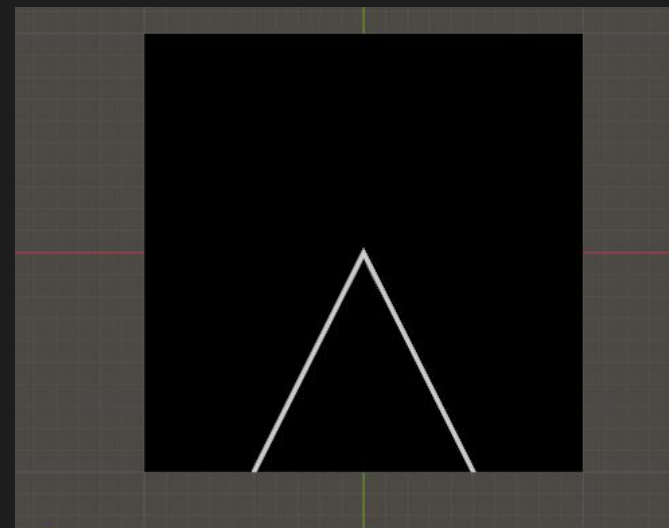
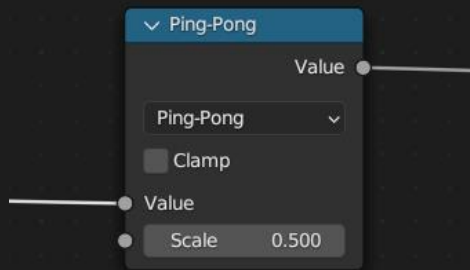


# 무늬를 그래프로 만들어 봅시다

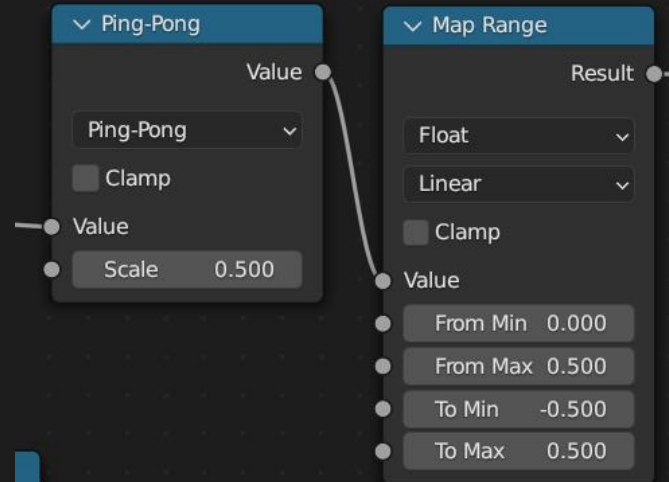
Feat. Ping Pong node



Slot 1 Material.001



e Use Nodes Slot 1 Material.001





# 무늬를 그래프로 만들어 봅시다

## 여러 바리에이션이 가능합니다.

