	JimmyCushnie Added 4D voronoi noise nodes	1f212c2 on Jul 23, 2021	🕒 26 commits
📁 NoiseShader	Added 4D voronoi noise nodes		7 months ago
📁 Subgraphs	Added 4D voronoi noise nodes		7 months ago
📄 .gitattributes	Initial commit		2 years ago
📄 LICENSE	add base files for package		2 years ago
📄 LICENSE.meta	add base files for package		2 years ago
📄 NoiseShader.meta	add HLSL shaders from NoiseShader		2 years ago
📄 NoisyNodes.asmdef	add base files for package		2 years ago
📄 NoisyNodes.asmdef.meta	add base files for package		2 years ago
📄 README.md	Added 4D voronoi noise nodes		7 months ago
📄 README.md.meta	add base files for package		2 years ago
📄 Subgraphs.meta	added a bunch of fuckin subgraphs lol		2 years ago
📄 demo.jpg	added nice lovely readme		2 years ago
📄 demo.jpg.meta	added nice lovely readme		2 years ago
📄 package.json	Update package.json		15 months ago
📄 package.json.meta	add base files for package		2 years ago

About

Adds various noise generation nodes to Unity Shader Graph, including 3D noise nodes.

- unity
- noise
- perlin-noise
- noise-3d
- simplex-noise
- shadergraph
- shader-graph
- perlin-noise-3d
- unity-shader-graph

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Contributors 2

 JimmyCushnie Jimmy Cushnie

 fdervaux

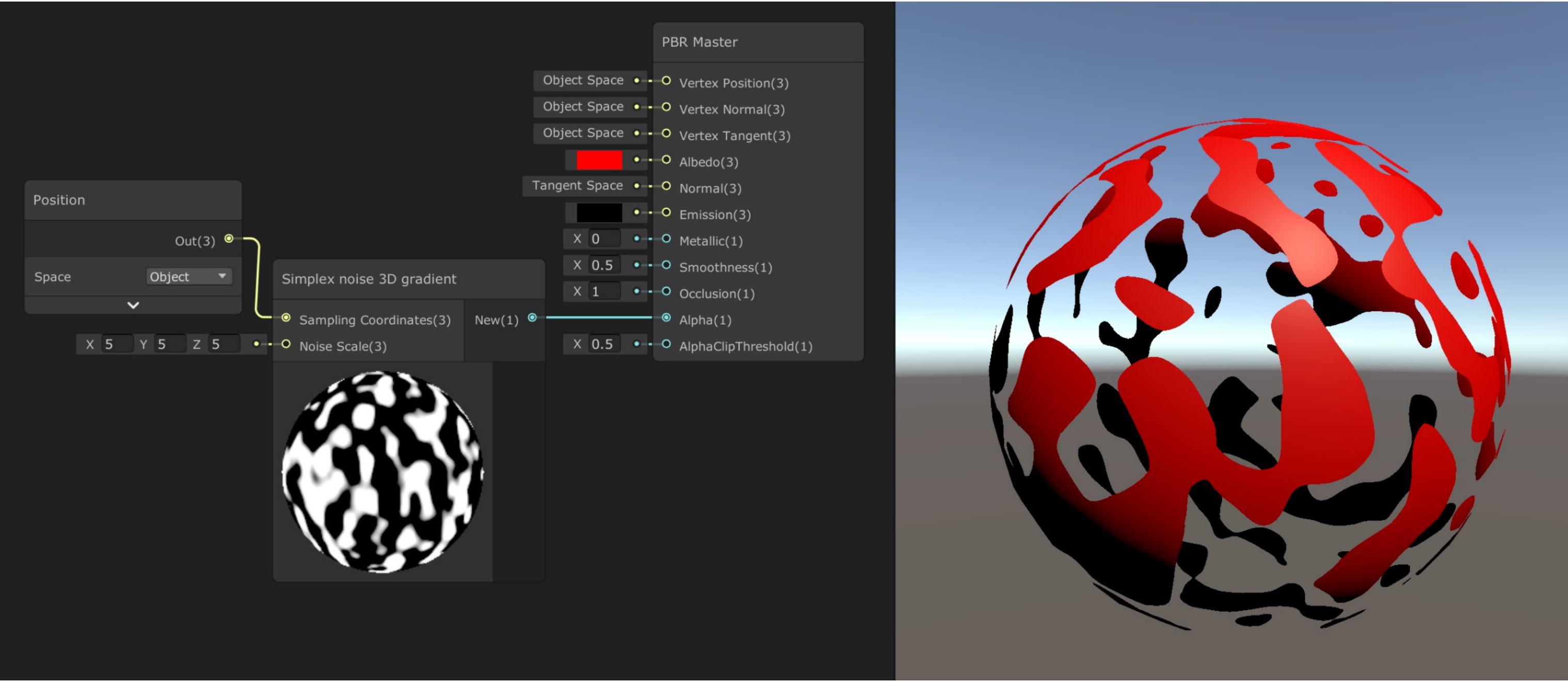
Languages

HLSL 100.0%

 README.md

Noisy Nodes

Adds various noise-generation nodes to Unity Shader Graph, including 3D noise nodes.



List of nodes

Perlin noise

Code from [Noise Shader](#) by @keijiro

- Perlin noise 2D
- Perlin noise 2D periodic
- Perlin noise 3D
- Perlin noise 3D periodic

Simplex noise

Code from [Noise Shader](#) by @keijiro

- Simplex noise 2D
- Simplex noise 2D gradient
- Simplex noise 3D
- Simplex noise 3D gradient

Voronoi Noise

Contributed by @fdervaux -- thank you! -- and based on [this tutorial](#)

- Voronoi noise 2D
- Voronoi noise 3D
- Voronoi noise 4D
- Voronoi precise noise 2D
- Voronoi precise noise 3D
- Voronoi precise noise 4D

White Noise

Contributed by @fdervaux -- thank you! -- and based on [this tutorial](#)

- White noise 2D
- White noise 3D

Installation

Download the whole repo and stick it in your project's `Assets` or `Packages` folder.

Alternatively, Noisy Nodes can be installed via the Unity Package Manager. In the top left of the `Packages` window, navigate to `Add Package` -> `Add package from git URL` and paste `https://github.com/JimmyCushnie/Noisy-Nodes.git`.