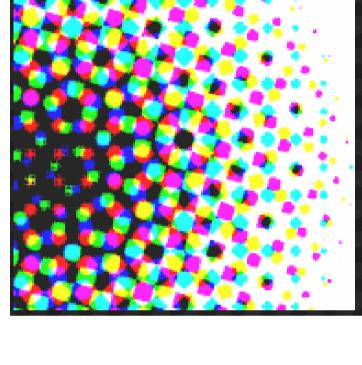
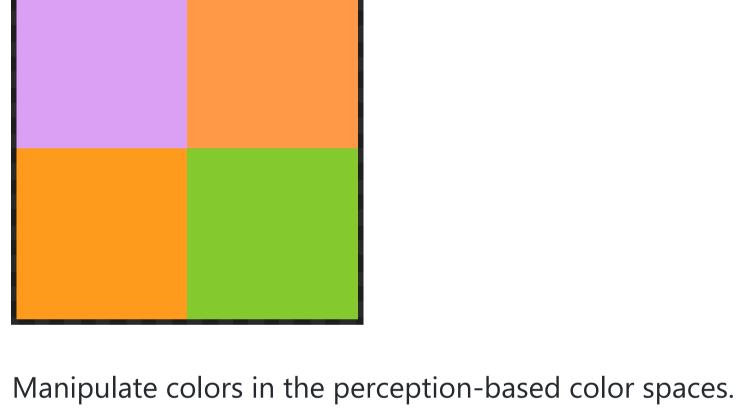


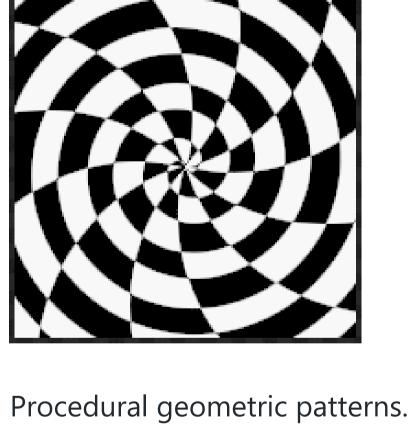
Signed distance functions for interesting procedural effects. Truchet Truchet tiling nodes to make irregular patterns. Composite Complete set of Porter Duff transparency operations. Halftone



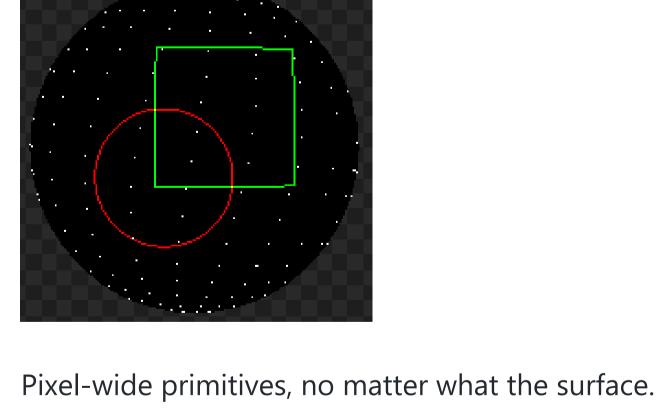
Halftone rendering, monochrome or color. Lab Color



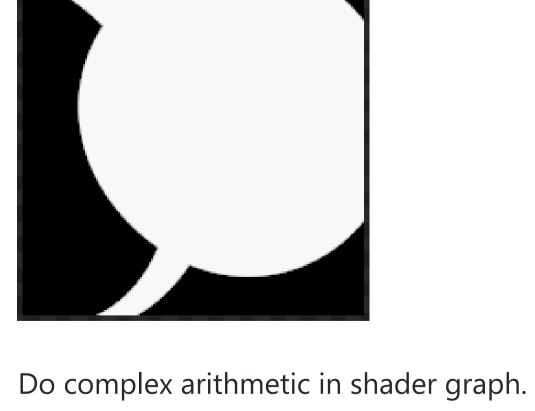
**Pattern** 



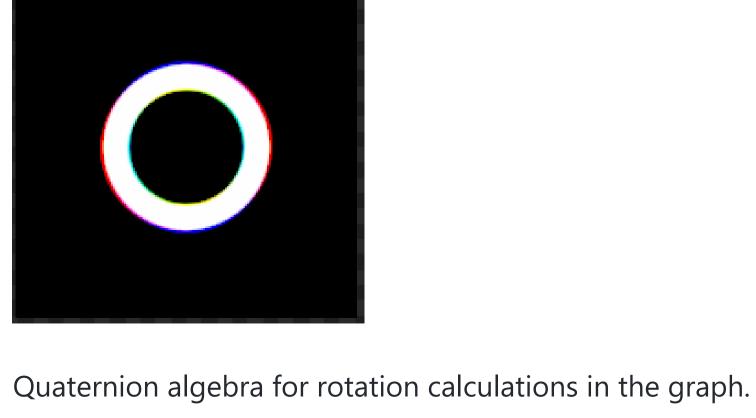
Pixel Perfect



Complex



Quaternion



Symmetry

Reflection, rotation and tiling symmetry nodes. Random

Generate pseudorandom vectors, colors and quaternions.