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Code

	Xentie Update README.md	28ce118 on Jun 29, 2019	 16 commits
	Node	Update SeamlessVoronoi.cs	3 years ago
	Screenshots	Delete I suk at github	3 years ago
	LICENSE	Initial commit	3 years ago
	README.md	Update README.md	3 years ago

About

Seamless voronoi custom node for the Unity's shader graph.

-  Readme
-  Unlicense License
-  10 stars
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-  1 fork

Releases

No releases published

Packages

No packages published

Languages



SeamlessVoronoi

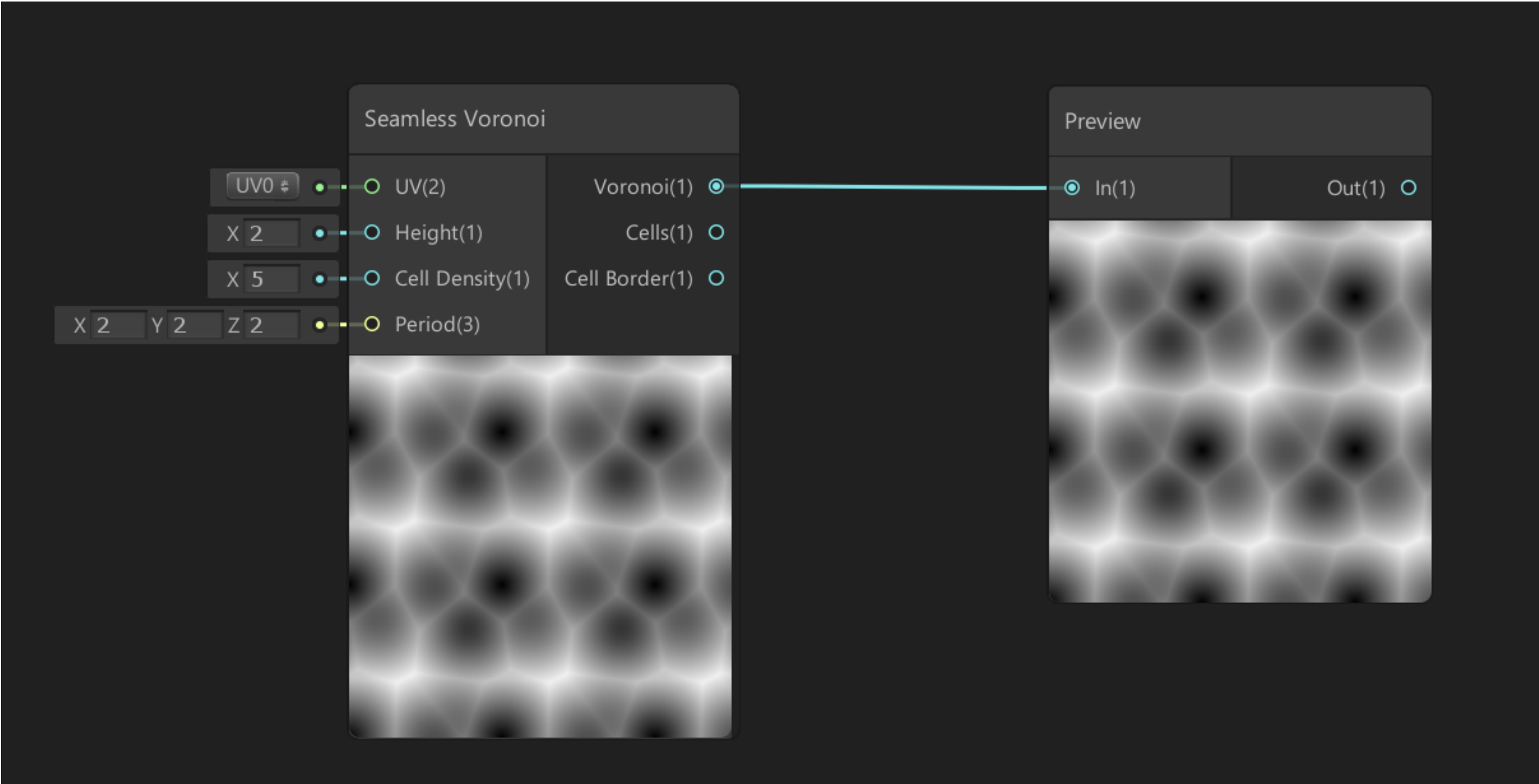
Seamless voronoi custom node for the Unity's shader graph.

Made with this tutorial: <https://www.ronja-tutorials.com/2018/10/06/tiling-noise.html>

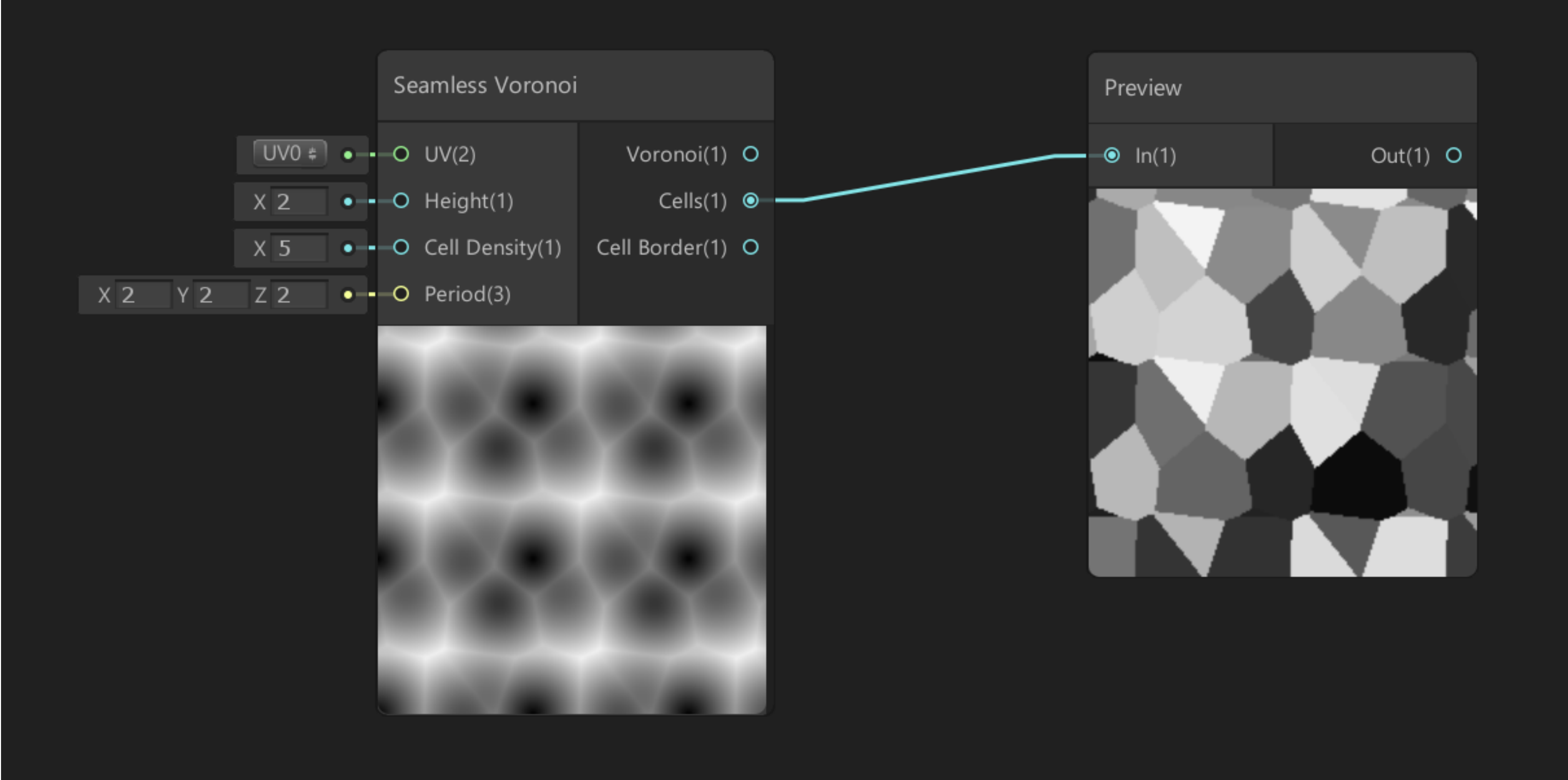
How to use the node:

The node have 4 inputs and 3 outputs. The first input: UV. It is ,you guessed it, for any kind of UV. The second one: Height, is used as a variation for the voronoi. Use for exemple with a time node multiplied by 0.1. The third: CellDensity, is a zoom for more/less cells created. And the last input: Period. It represent how often the noise tile.

The first output is a basic voronoi



The second output is only the cells of the voronoi



And the last one is for the borders of the cells  Borders

Also, if you want to make a sphere with a this node, I recommend you to use an icosphere better than the normal sphere from unity. It looks better.