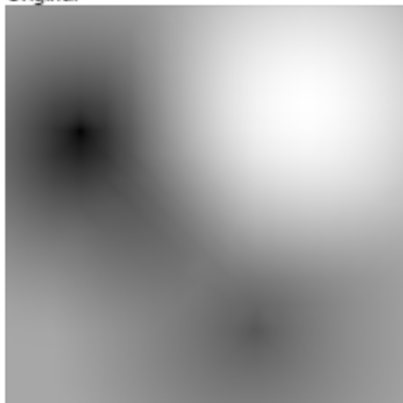


Save

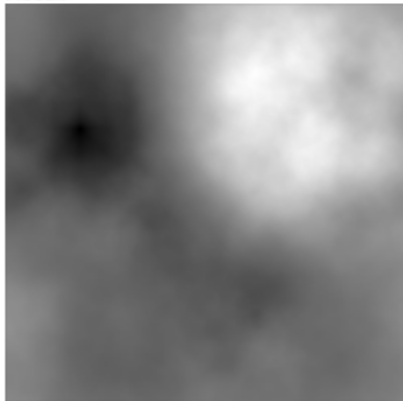
Save Result

Export UE4

Original



Result



Random Method

> **Fourier Synthesis**

Parameters:

Power

2.2

