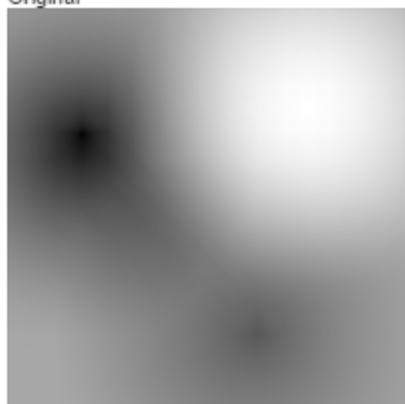


Save

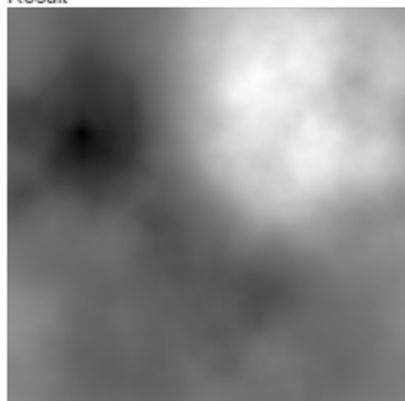
Save Result

Export UE4

Original



Result



Random Method

> **Fourier Synthesis**

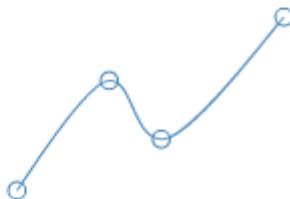
Parameters:

Power

2.2

Blending

Mapping



Blend Strength

100

Result Minimum

0

Result Maximum

255

