

# Aperiodic Tiling

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## 1. Introduction

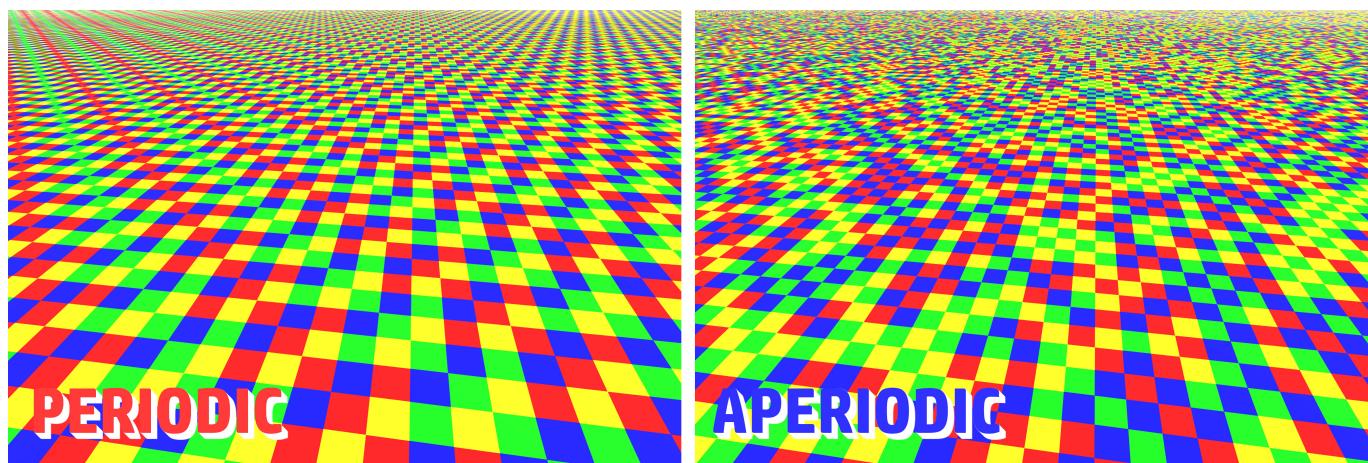
A common technique for texturing large planes is to periodically tile a single texture, which often results in noticeable and distracting periodic patterns. The Aperiodic Tiling plugin contains a Unity surface shader that removes these noticeable tiling patterns by implementing a state-of-art stochastic tiling system as introduced in the paper by [Cohen et al.](#)

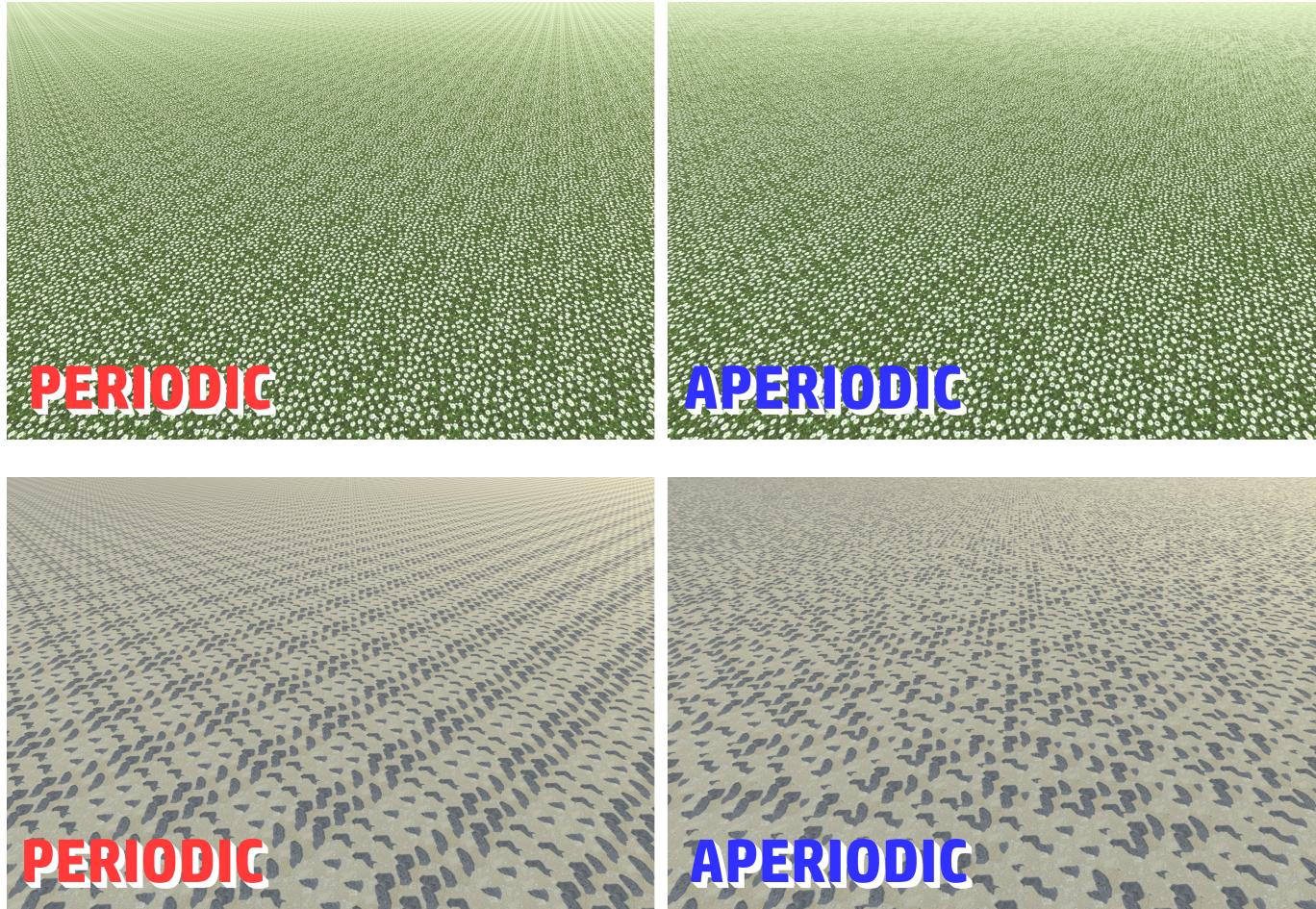
## 2. Features

- Pattern generator to generate random tilings
- Normal mapping support
- Adjustable Level-of-Detail (LOD)
- Demo scene
- Three example tilesets (basic, flowers and rocks)
- Easy to use user-interface
- Clean, well-documented code

## 3. Screenshots

The following screenshots are taken within the included demo scene and demonstrate the removal of the noticeable tiling pattern.





## 4. Usage

The following [tutorial video](#) shows how to setup the plugin and use Rob Burke's [Wang tiler](#) to create a new custom tileset from a single source image.

## 5. Support

If you encounter any bugs, please create an issue with a description and the steps to reproduce the bug on the [issues board](#). If you need additional support, send me an [e-mail](#).