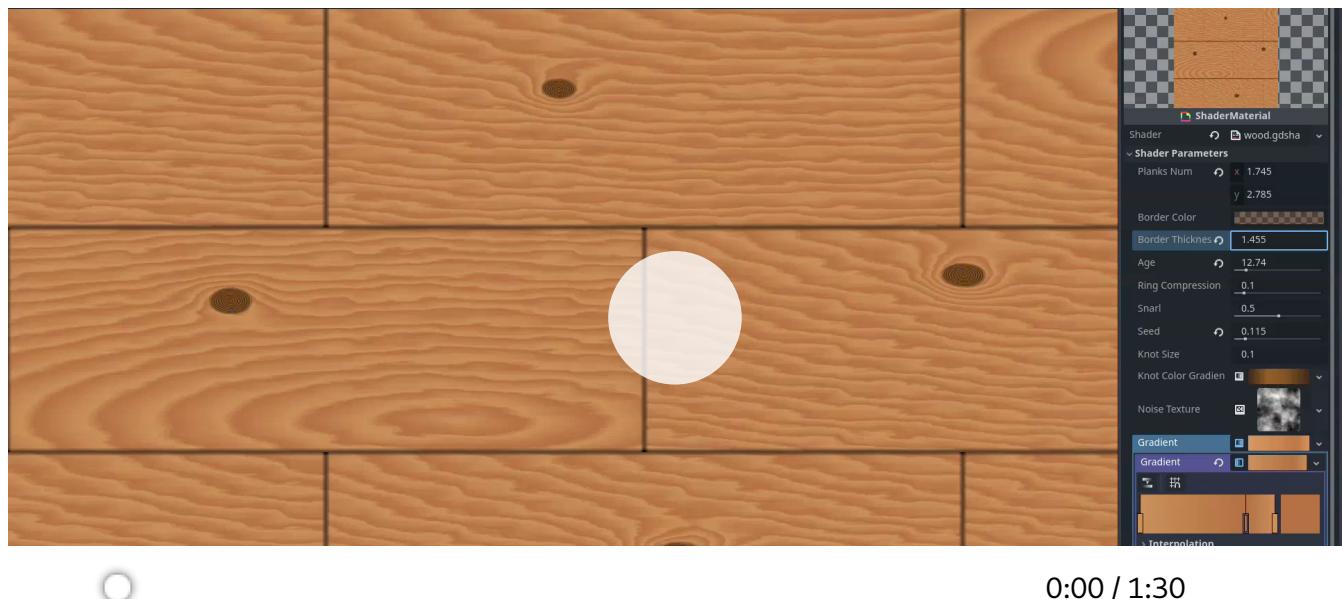


# Project 0 - A shader for hardwood panels

A configurable shader that can represent many kinds of wood panels. This document contains a video showcasing how the shader parameters influence the output and additionally lists 5 examples of how to configure the shader to imitate a photograph of hardwood panels.

## Showcase video



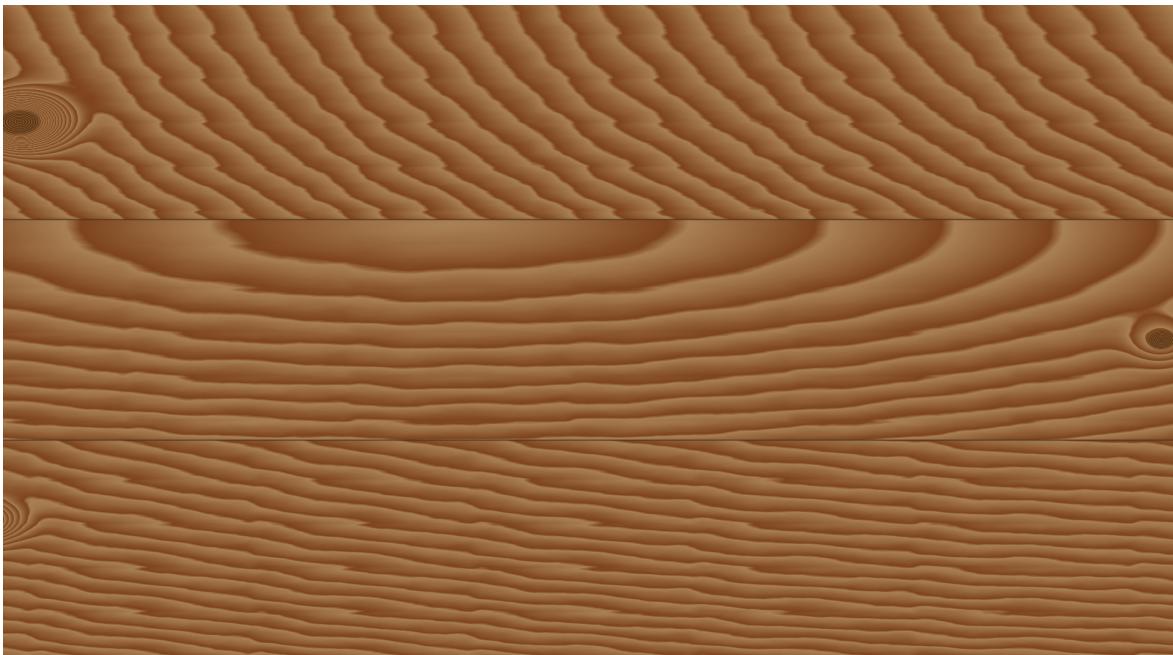
## Examples

Listed are 5 examples of how to configure the shader parameters to imitate a photograph of hardwood panels. Parameters for color gradients and noise textures are not listed, you need to open the godot project to see their settings.

### Example 1



Reference photo 1



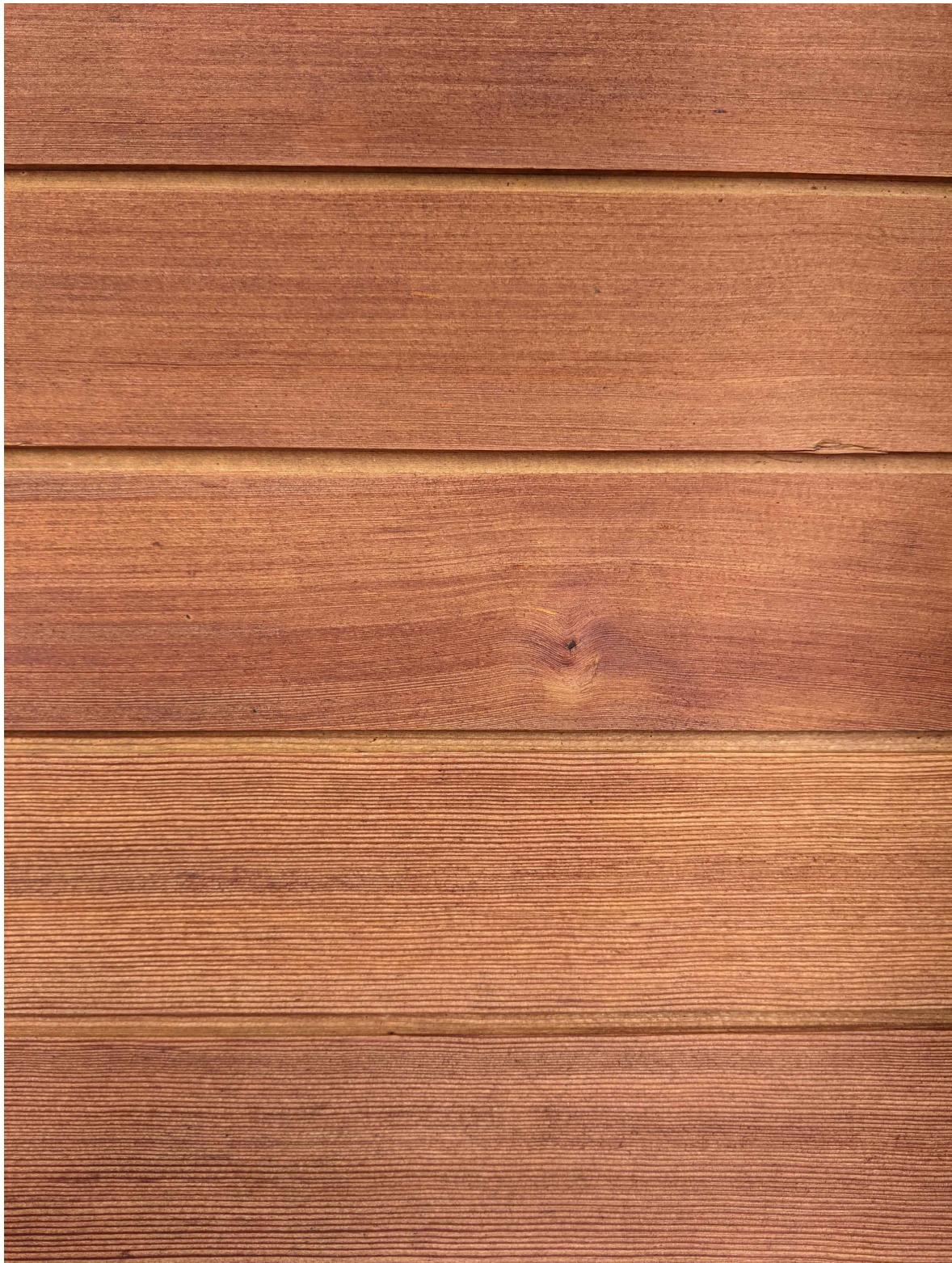
Shader output 1

Shader parameters:

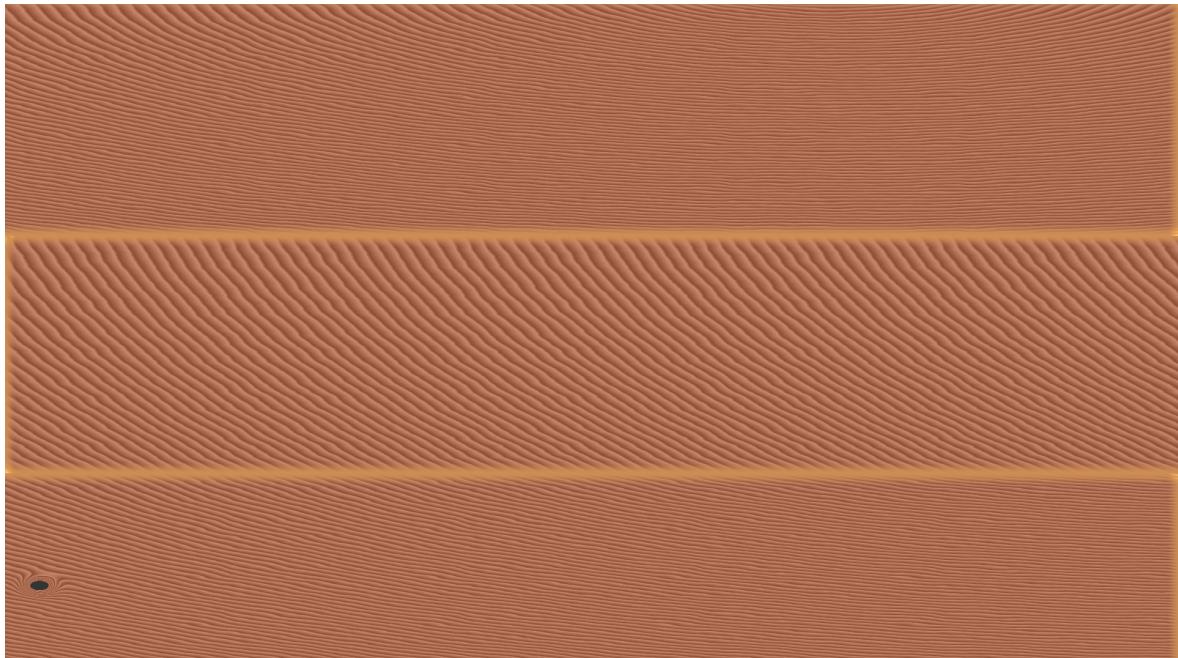
Parameter	Value
Planks Num	(0.5, 3.0)
Border Color	#442e1fc3
Border Thickness	0.1

Parameter	Value
Age	4.611
Ring Compression	1
Snarl	0.28
Seed	0.126
Knot Size	0.1

## Example 2



Reference photo 2

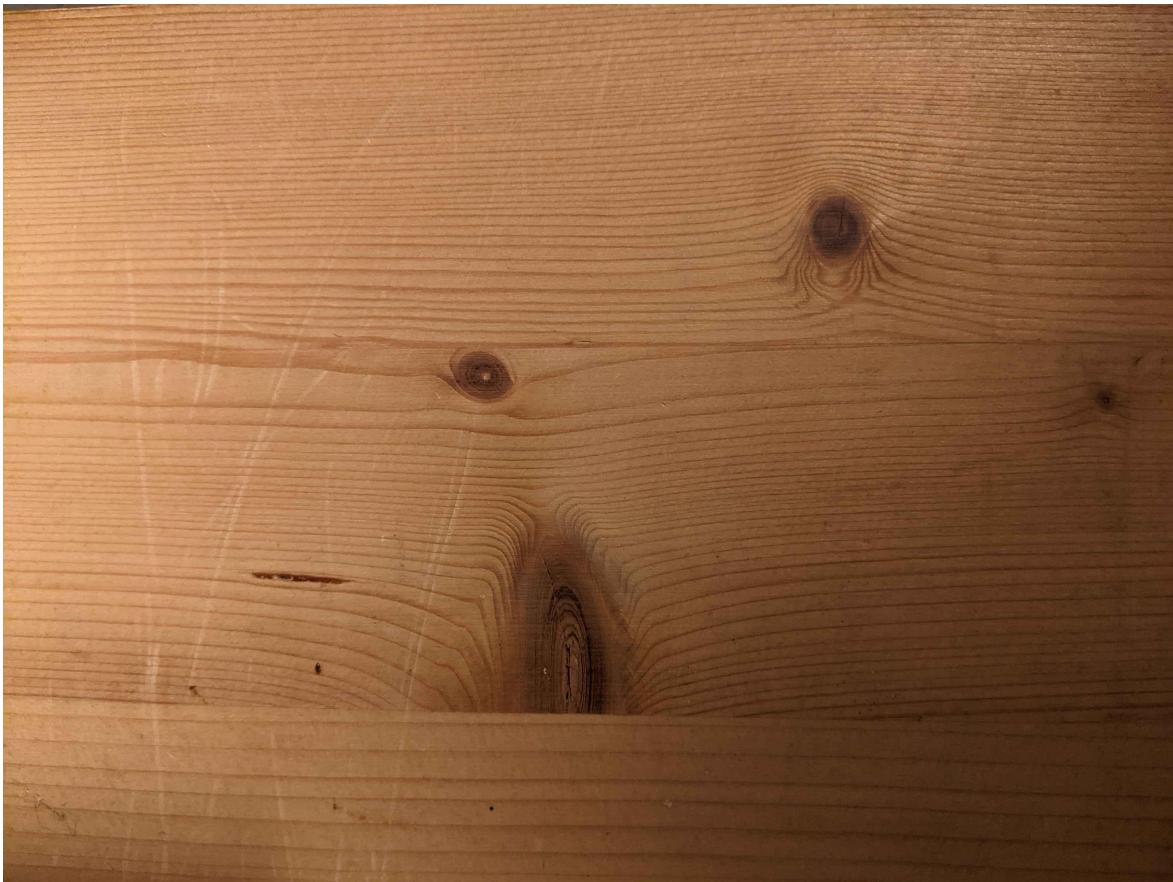


Shader output 2

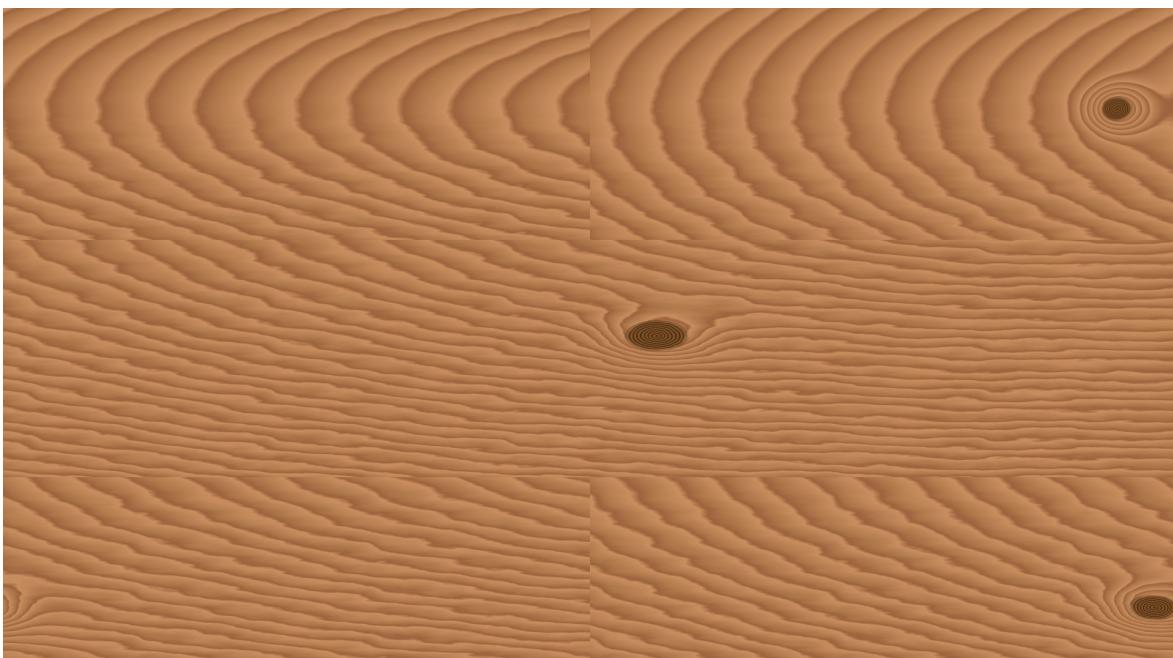
Shader parameters:

Parameter	Value
Planks Num	(0.5, 2.785)
Border Color	#cf8d55
Border Thickness	1.06
Age	76.316
Ring Compression	0
Snarl	0.103
Seed	0.234
Knot Size	0.035

### Example 3



Reference photo 3



Shader output 3

Shader parameters:

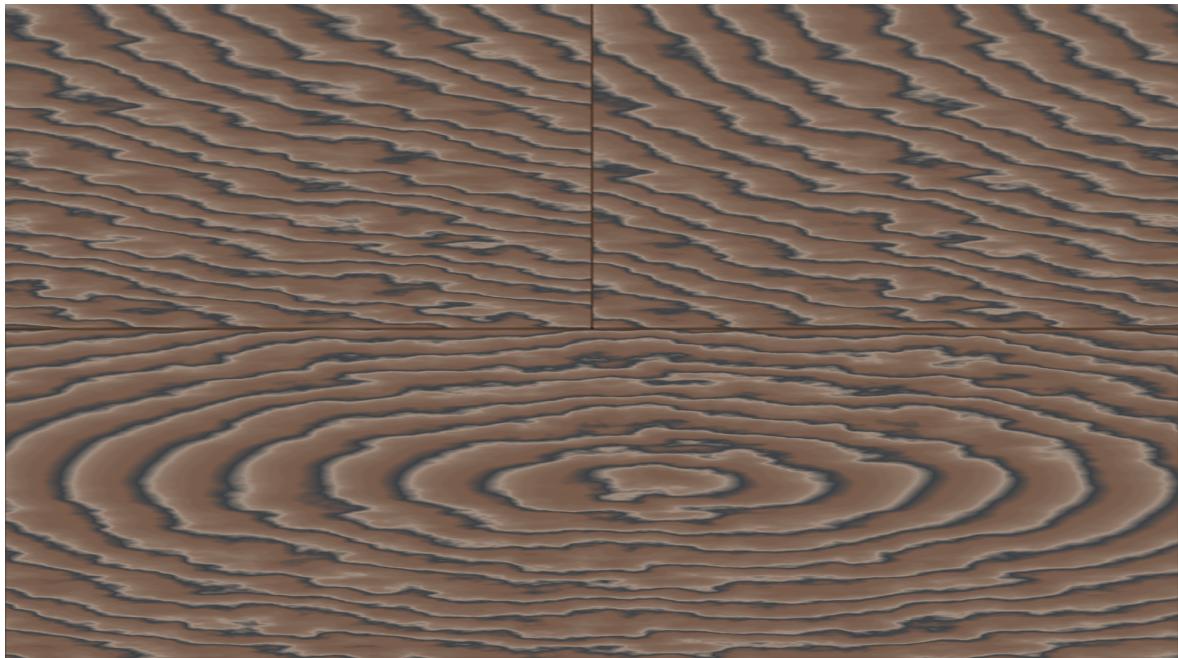
Parameter	Value
Planks Num	(1.0, 2.785)
Border Color	#ffffffff
Border Thickness	0

Parameter	Value
Age	15.135
Ring Compression	0.088
Snarl	0.321
Seed	1
Knot Size	0.1

## Example 4



Reference photo 4

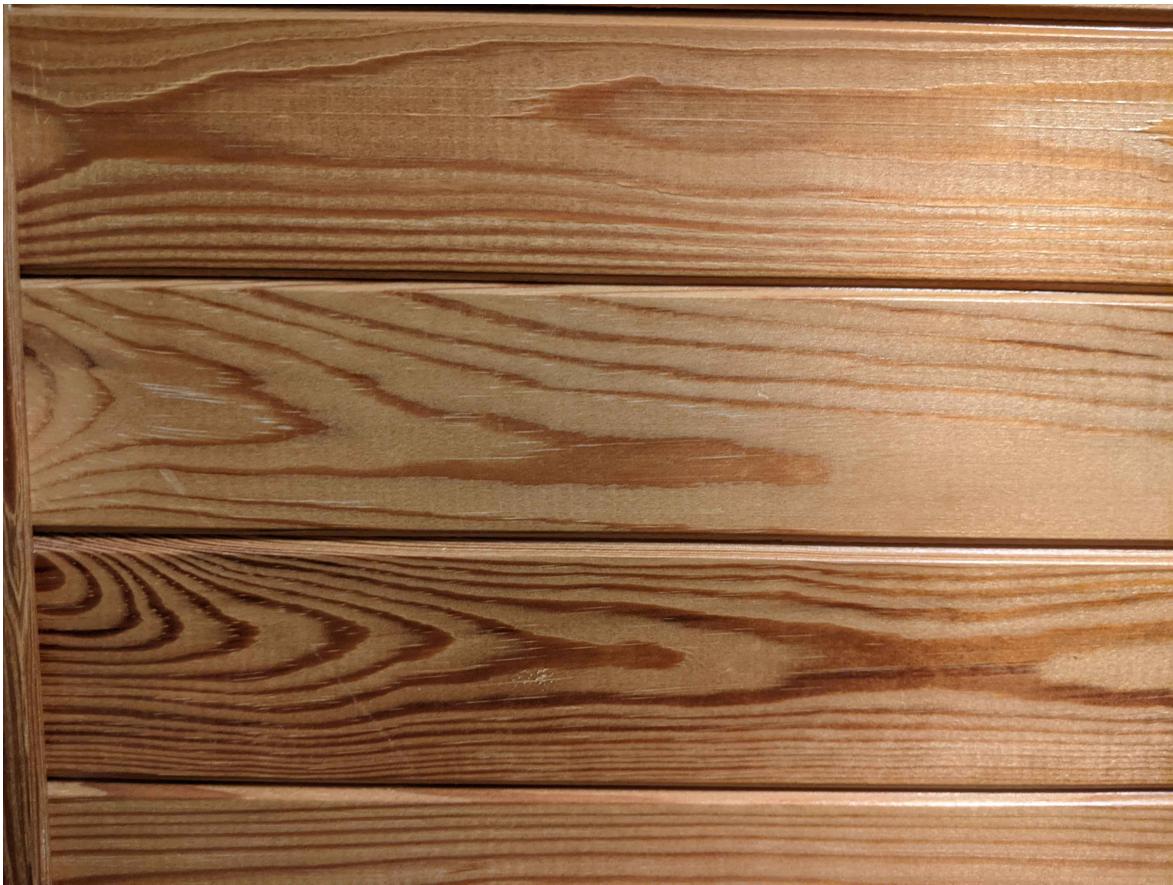


Shader output 4

Shader parameters:

Parameter	Value
Planks Num	(1.0, 2.0)
Border Color	#442e1fc3
Border Thickness	0.45
Age	16.026
Ring Compression	0.053
Snarl	0.652
Seed	0.947
Knot Size	0

## Example 5



Reference photo 5



Shader output 5

Shader parameters:

Parameter	Value
Planks Num	(1.435, 4.0)
Border Color	#442e1fc3
Border Thickness	2

Parameter	Value
Age	5.518
Ring Compression	0.807
Snarl	0.526
Seed	0.295
Knot Size	0