

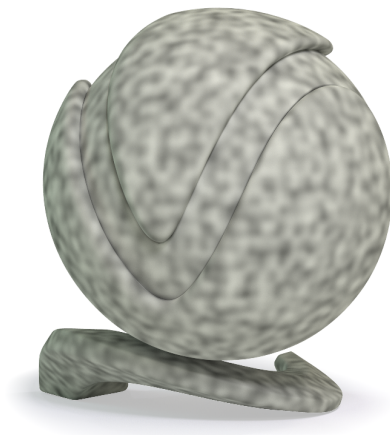
# Procedural 3D Noise Map | V-RayTexNoise

This page provides information on the V-RayTexNoise node.

## Overview

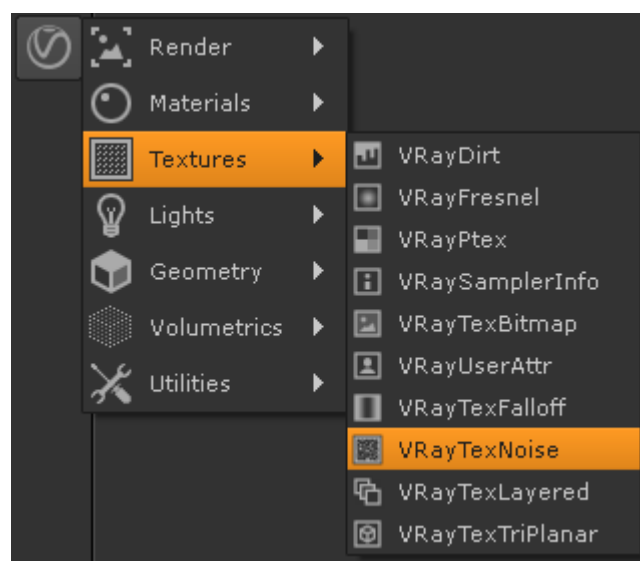
---

The V-RayTexNoise is a procedural 3D noise map.



---

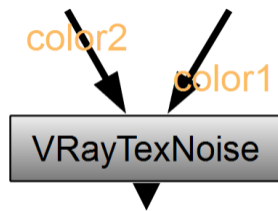
UI Path: ||Toolbar|| > **V-Ray menu icon** > Textures > V-RayTexNoise



## Inputs

---

The following parameters can be mapped with constants or textures.

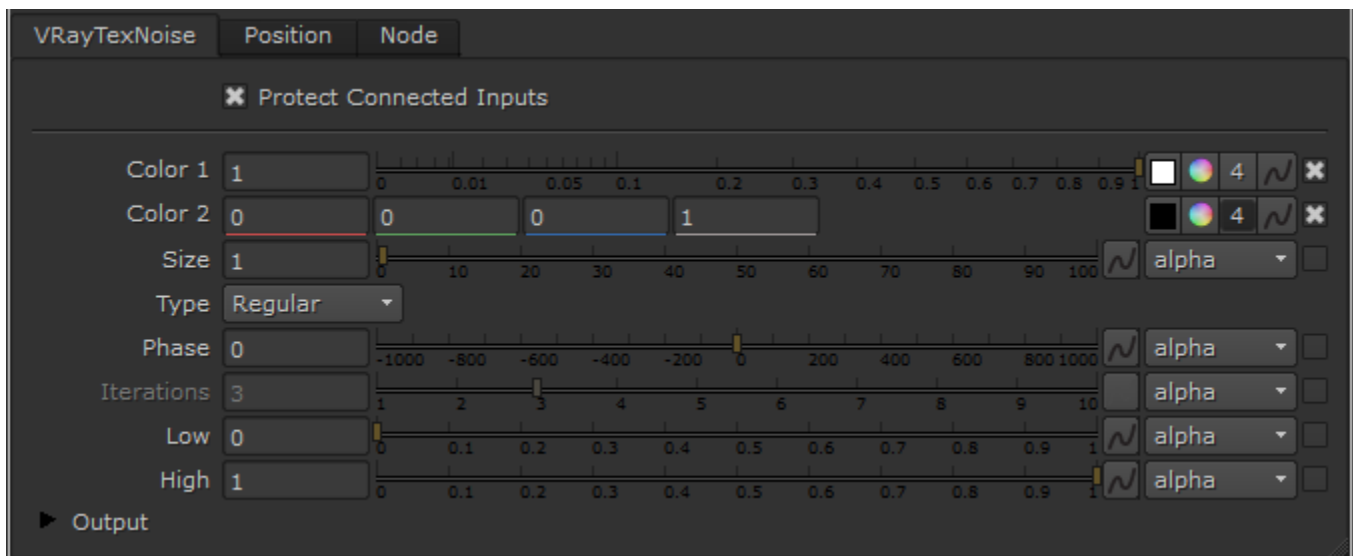


**color1** – Controls the choice of color for the light color used by the texture.

**color2** – Controls the choice of color for the light color used by the texture.

## Parameters

---



**Protect Connected Inputs** – When enabled, a connection with an input node connected to it can't be turned off.

**Color 1** – Controls the choice of color for the light color used by the texture. Texture inputs override this parameter.

**Color 2** – Controls the choice of color for the dark color used by the texture. Texture inputs override this parameter.

**Size** – Controls the scale of the noise procedural produced.

**Type** – Selects the noise type to use for the procedural texture:

**Regular** – Consistent, relatively even random pattern.

**Fractal** – More random and disturbed pattern.

**Turbulence** – Very random and very disturbed pattern.

**Phase** – Controls the speed of the animation of the noise function. Use this option to animate the noise.

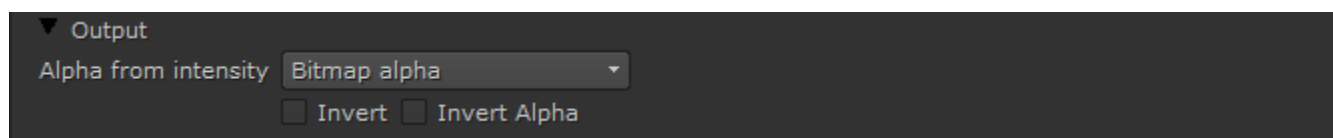
**Iterations** – Number of noise octave iterations to be used. This controls the amount of detail in the noise.

**Low** – Sets the dark threshold for the colors. The color affected depends on which of **Color 1** or **Color 2** is the lighter/darker. Values above 0 clamp the darker color, so the darkest colors used for the noise are lighter than the specified color or input. For example, if Color 1 is darker than Color 2, a value above 0 clamps Color 1 so the darkest colors used for the noise are lighter than the specified color or input for Color 1. In this case, the **High** parameter affects Color 2.

**High** – Sets the light threshold for the colors. Values below 1 clamp the lighter color, so the lightest colors used for the noise are darker than the specified color or input. For example, if Color 1 is lighter than Color 2, a value below 1 clamps Color 1 so the lightest colors used for the noise are darker than the specified color or input for Color 1. In this case, the **Low** parameter affects Color 2.

## Output

---



**Alpha from Intensity** – Specifies the mode in which alpha is applied.

**Bitmap alpha** – The information for the alpha is taken from the specified Alpha channel in the texture.

**Color intensity/luminance** – The alpha information is taken from the Luminance of the RGB channels.

**Force opaque** – All alpha information is ignored.

**Invert** – All channels are inverted.

**Invert Alpha** – The alpha channel is inverted.