Introduction to Procedural Texture

(crumple and fractal noise)
Characteristic of Procedural

- It is a mathematical function generated texture. So no matter how close the camera zoom in/out on an object, the texture will not lose detail or become blurry.

- The patterns generated by the function aren’t repeated (but it still can generate repeated pattern).
Type of Procedural

- Brick: good at creating tile floor, brick wall, repeated rectangular pattern.
- Turbulence: good at creating water, ocean, fluid.
- Crumple: good at creating rock, landscape.
- You can always write your own procedural texture.
A sphere with crumple procedural texture.
Use VIPER tool to see texture change in real time.
Usually frequencies higher than 6 is not detectable by normal human eye.
Now, let's give some dirt onto the surface.