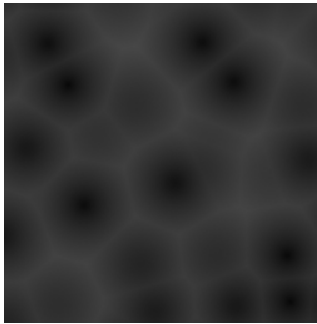


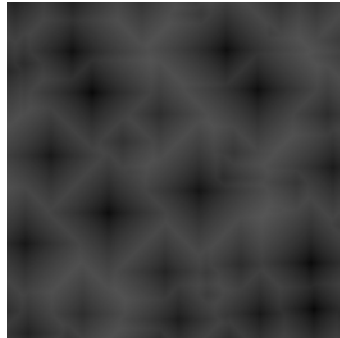
# Blender Texture Nodes Guide

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## Voronoi Texture - F1



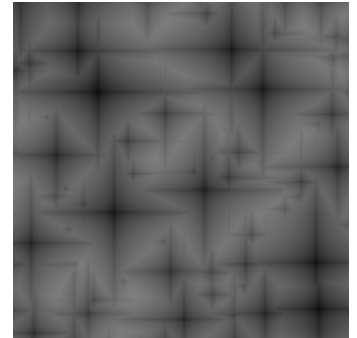
F1 - Euclidean



F1 - Manhattan



F1 - Chebychev

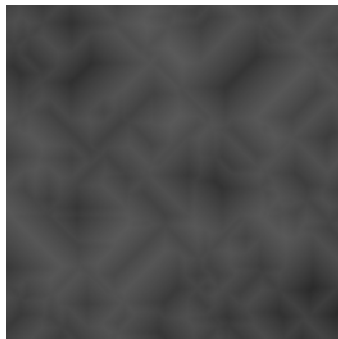


F1 - Minkowski

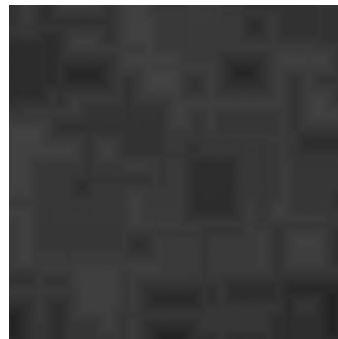
## Voronoi Texture - F2



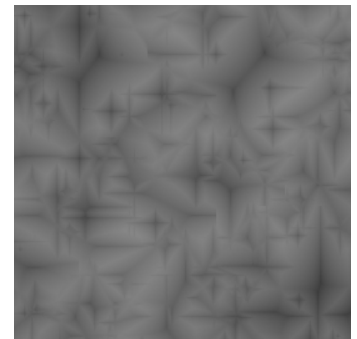
F2 - Euclidean



F2 - Manhattan

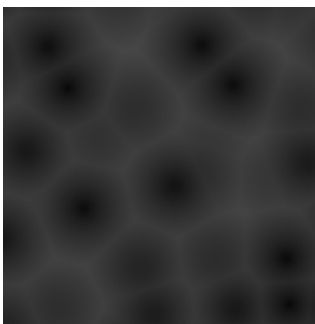


F2 - Chebychev

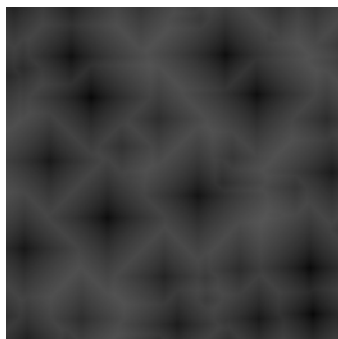


F2 - Minkowski

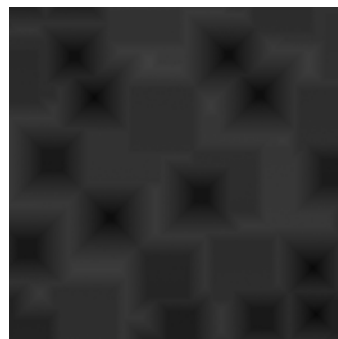
## Voronoi Texture - Smooth F1



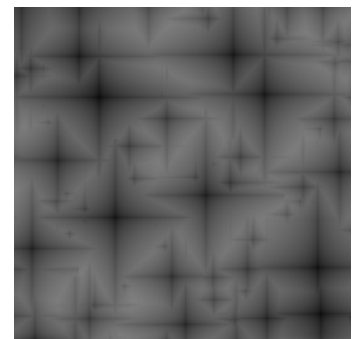
Smooth F1  
Euclidean



Smooth F1  
Manhattan



Smooth F1  
Chebychev

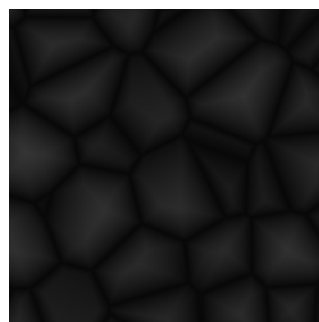


Smooth F1  
Minkowski

## Voronoi - Other



N Sphere Radius



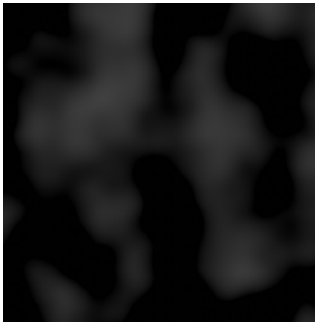
Distance to Edge

These are the default output factors for variations of the Voronoi Texture node in Blender.

# Blender Texture Nodes Guide

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## Musgrave Texture



Musgrave - FBM



Hetero Terrain



Multifractal



Hybrid Multifractal



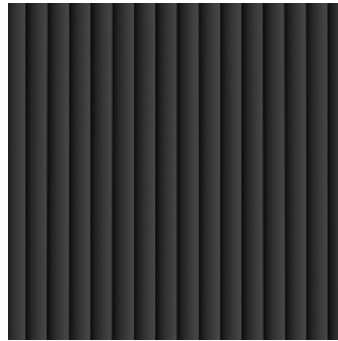
Ridged Multifractal

The musgrave texture has been described as a noise texture on steroids. It is one of the best ways to add grunge, rust and other defects to materials. The five variations are subtle but become more pronounced when you mix and match them with other shaders.

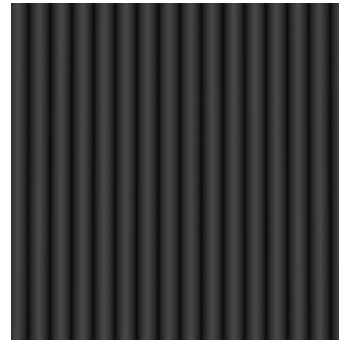
## Wave Texture



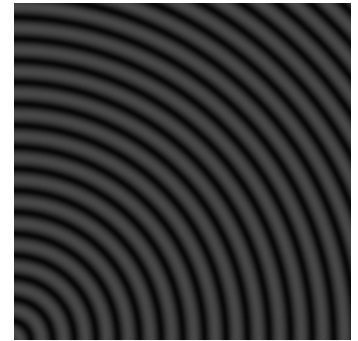
Bands - Sine



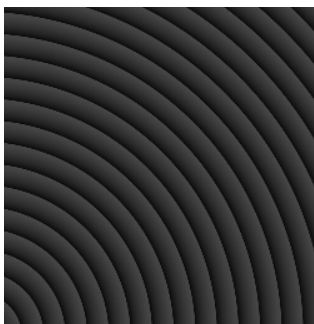
Bands - Saw



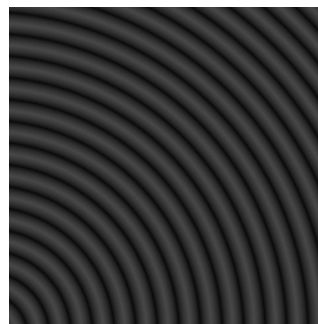
Bands - Triangle



Rings - Sine



Rings - Saw



Rings - Triangle

These are the default factor output settings for wave textures. The main two categories are “bands” and “rings.” But each type has sine, saw and triangle variations. They are subtly different in how the waves come together.

# Blender Texture Nodes Guide

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## Gradient Texture



Linear



Easing



Quadratic



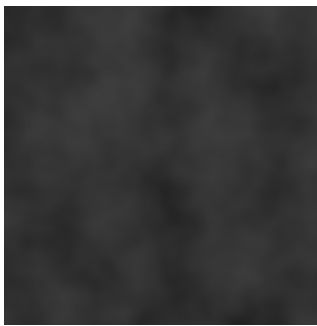
Diagonal



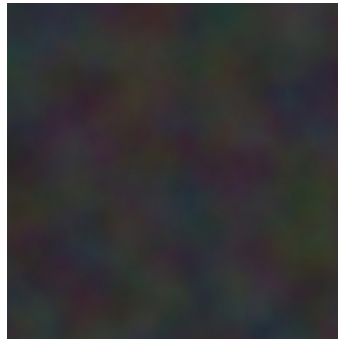
Sphere

The gradient texture node creates a gradient from black to white. There are several options on how you want the gradient's falloff to occur.

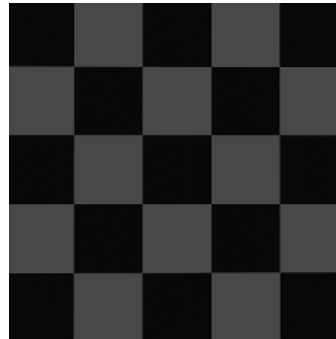
## Other Textures



Noise Texture



Noise (Colored)



Checker Texture

There are a handful of other texture nodes. One not included here was the brick texture, because it has so many options it needs a guide all for itself.