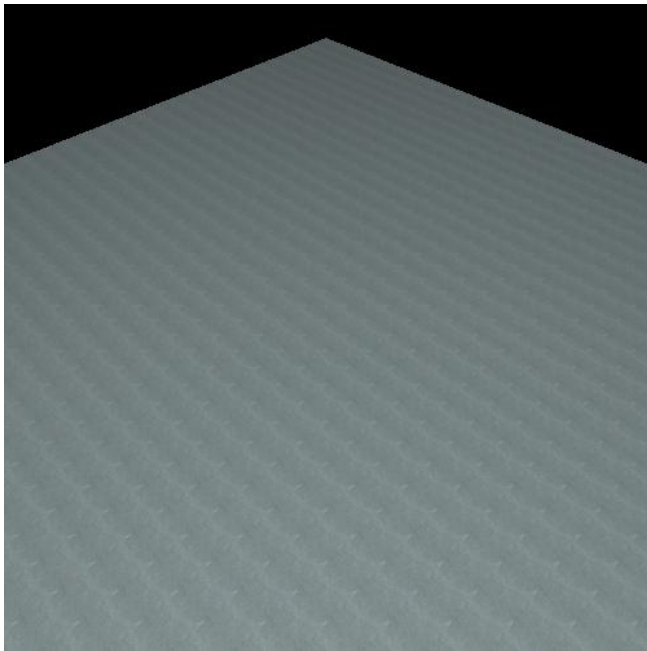


## Adding Perlin noise to a concrete material

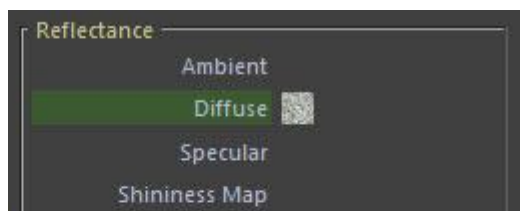
Image based material textures necessarily repeat the same image many times. If the image has some strong features and the texture is used over a large area these will show up in the image as a regular pattern.

Here's an render of a concrete texture with a fairly strong pattern.

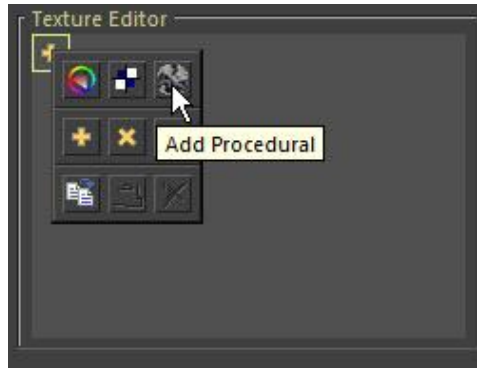


In this case we can add some Perlin noise to mask some of the repetition.

Open the material editor and select the Diffuse channel in the Reflectance box.



Then click the + in the Texture Editor and Add Procedural.



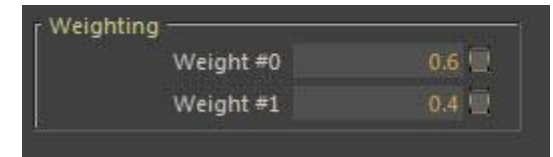
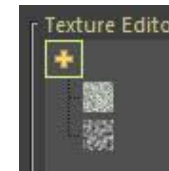
Select the Perlin Noise Procedural and click OK.

With the Perlin Noise texture selected in the editor adjust the texture co-ordinates - in this case I found that setting the X&Y scales to 8 kept the Perlin Noise consistent with the concrete texture.



With the + selected in the Texture editor adjust the weighting of the textures keeping the total = 1

In this case something around 0.6/0.4 or 0.7/0.3 looked best to me.



The result is shown below - there is still a repeating pattern but it is less obvious than in the original material.

