

Random Color

Input

Color 1

Importance 1

1.000

Color 2

Importance 2

1.000

Color 3

Importance 3

1.000

Color 4

Importance 4

1.000

Color 5

Importance 5

1.000

Random

Seed

0

Random Color Utility Shader

Selects one of the colour with some probability. Each importance input gives a certain probability of being selected to the corresponding color.

Color 1
Importance 1

Color and importance of the first choice.

Color 2
Importance 2

Color and importance of the second choice.

Color 3
Importance 3

Color and importnace of the third chouce.

Color 4
Importance 4

Color and importance of the fourth choice.