## **Random Material**



The 3Delight Random Material.

The random material allows you to randomly assign a set of five materials, with a given importance (probability), to a set of objects. This is useful to randomly assigned materials to trees, buildings, props, etc. It is possible to chain this material to assign more materials.

## Material[1...5]

This connection specifies the material to use.

## Importance[1..5]

Specifies the importance, relative to all other materials, of this particular material. Note that importance doesn't have to be in the [0..1] range.

## Seed

A random seed to produce different variations for the same set of parameters.

