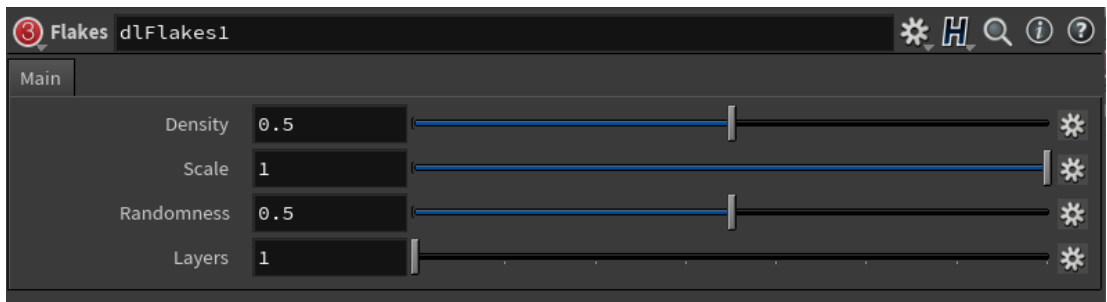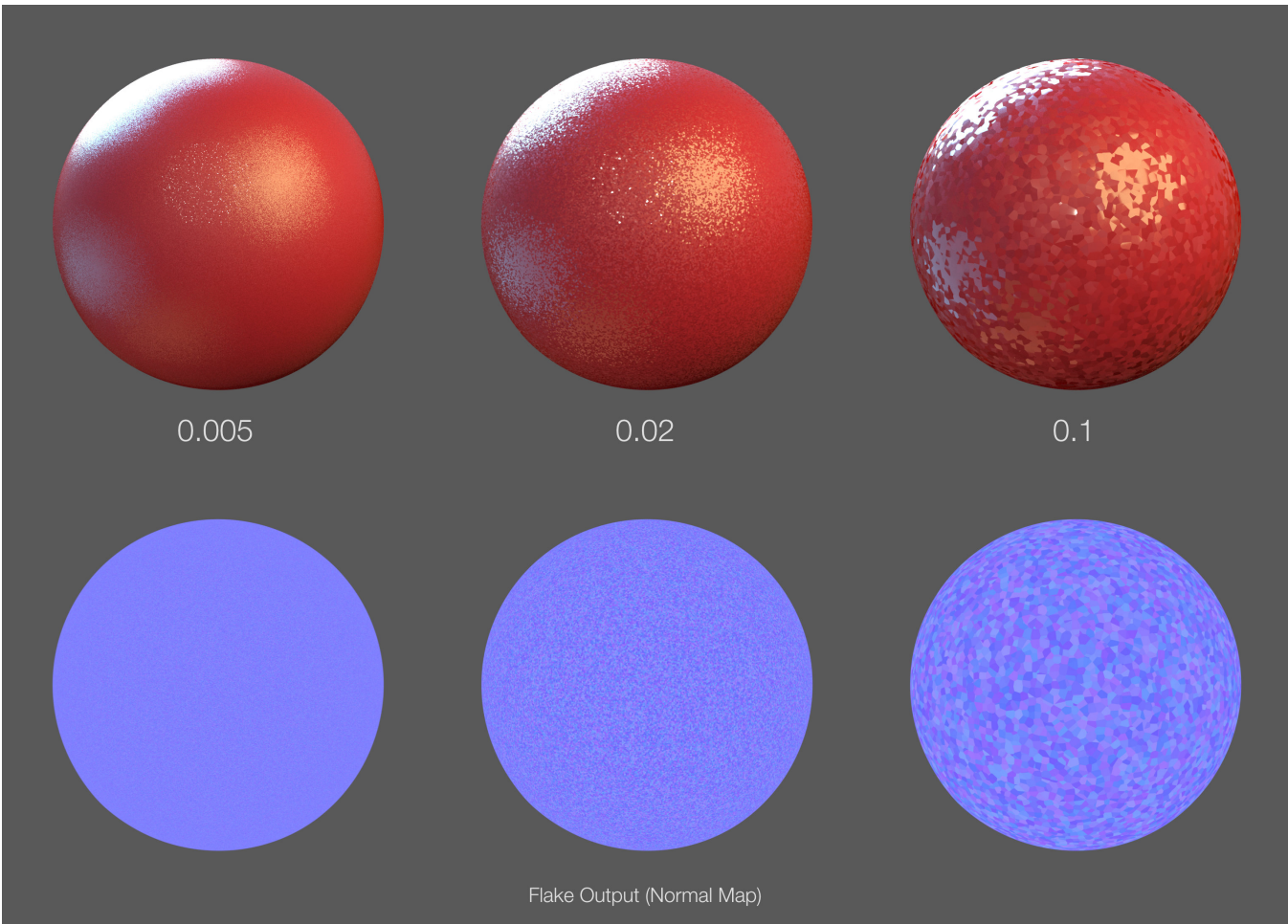# Flakes

Flakes 3D Texture Shader

This 3D texture shader generates random *flakes* in tangent space, meant to be used as a normal map. This pattern is also used in *Car Paint* to generate micro-shading details .
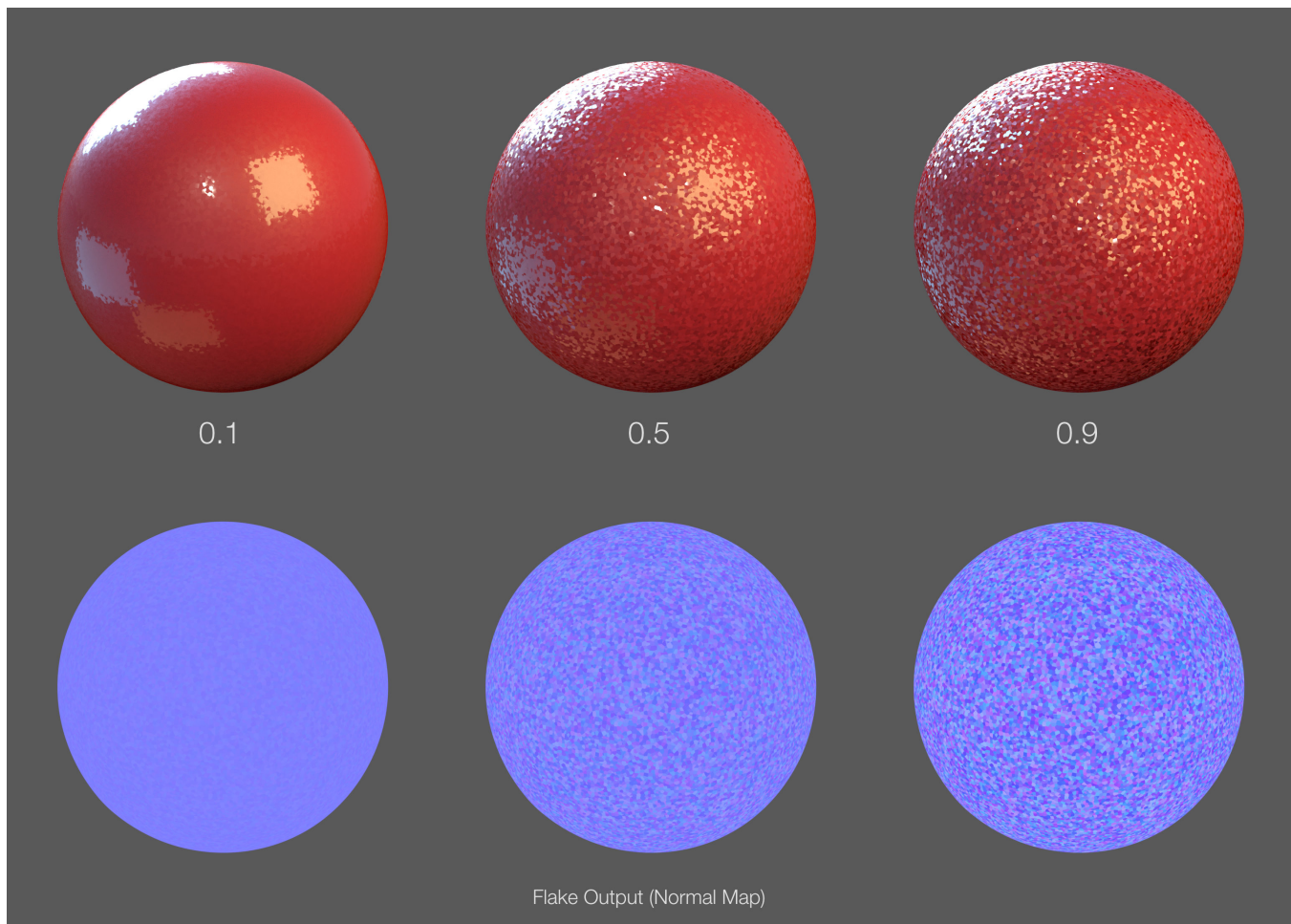
Scale

Defines the size of the flakes.

0.005   0.02   0.1

Flake Output (Normal Map)

Randomness

How randomly distributed are the scales.

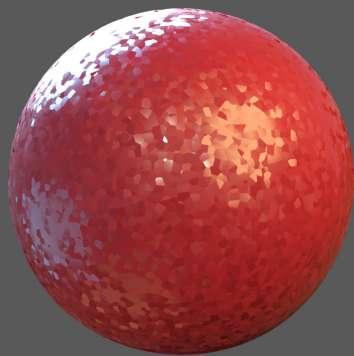| 0.1 | 0.5 | 0.9 |

Flake Output (Normal Map)

Density

Defines the proportion of the plane covered by flakes. A 0.5 density means that 50% of the surface is covered by flakes, the other 50% produces no flakes (a vector 0.5 0.5 1.0, in tangent space it has no effect).
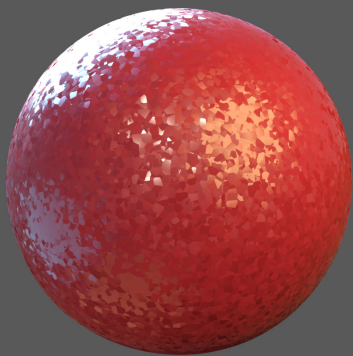
0.2   0.5   1.0

Flake Output (Normal Map)
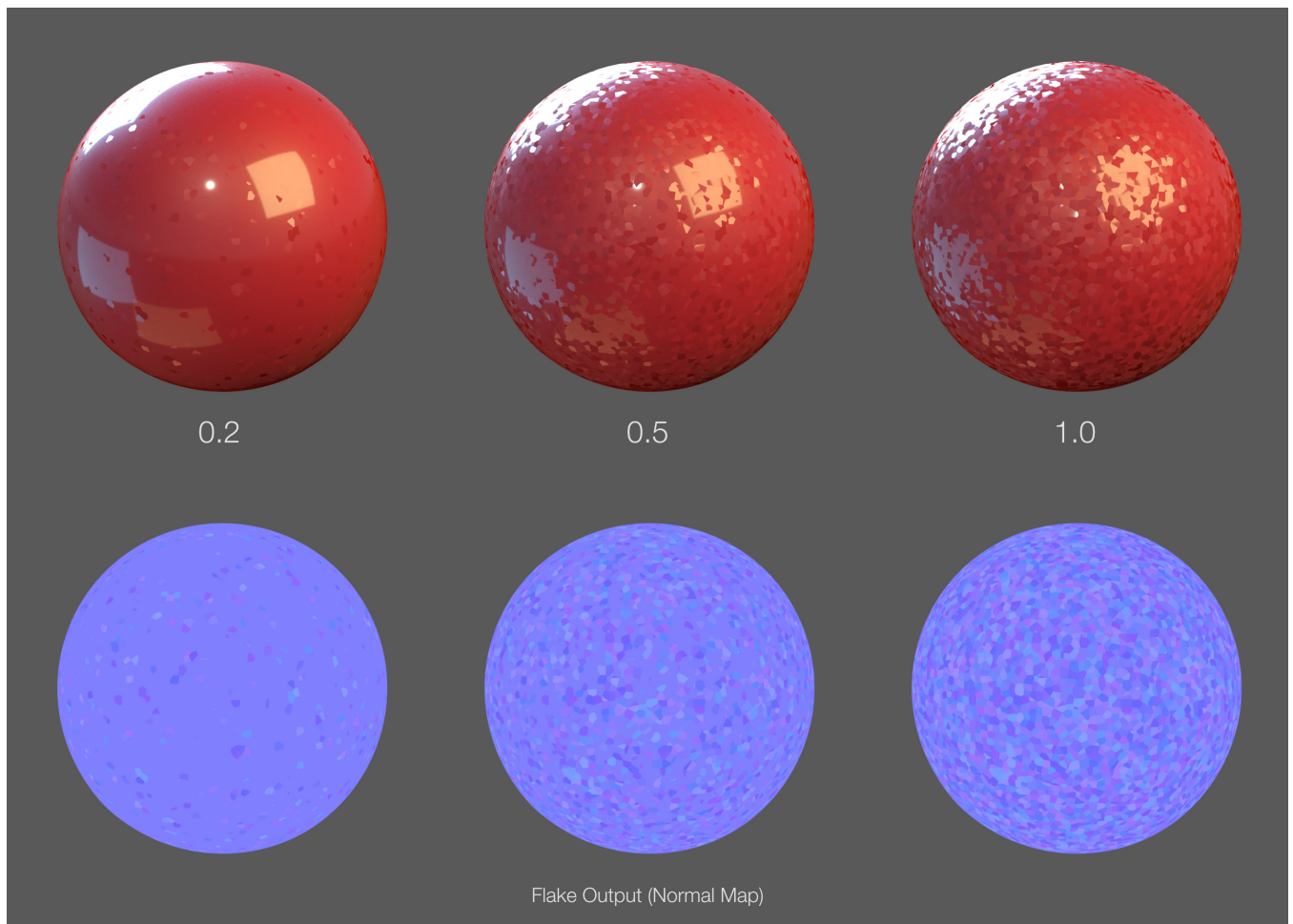
Layers

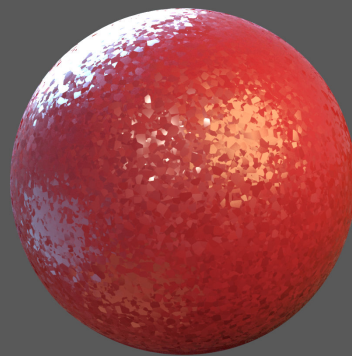On how may layers are the flakes distributed. Top layers hide bottom layers.
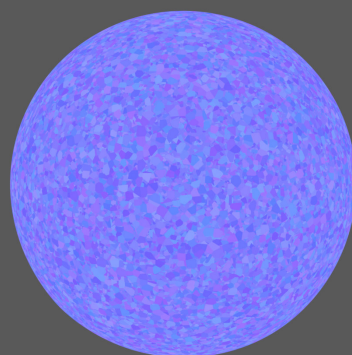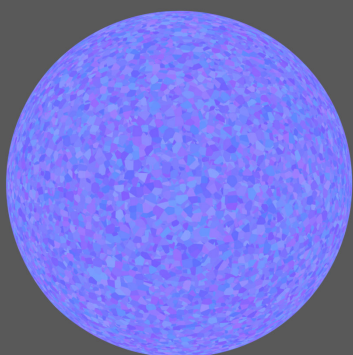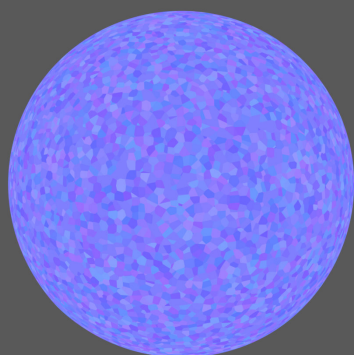
1   3   5

Flake Output (Normal Map)