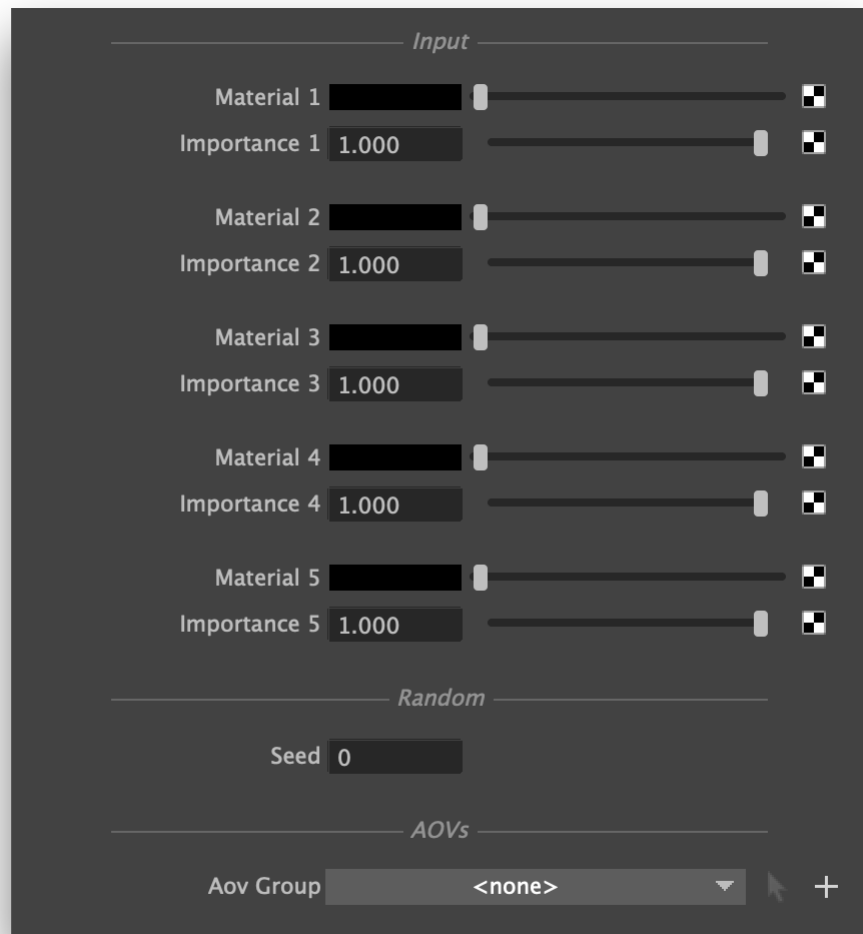


# Random Material



*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]**

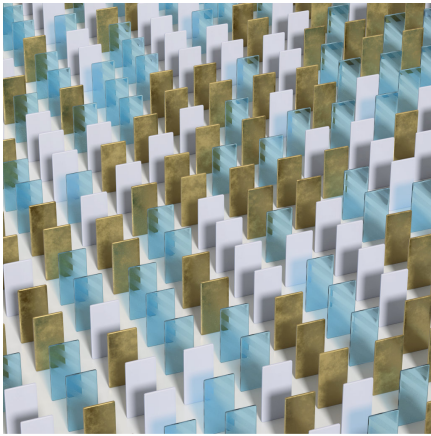
This connection specifies the material to use.

## **Importance[1..5]**

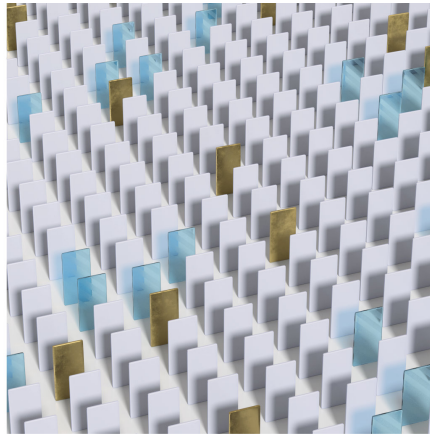
Specifies the importance, *relative to all other materials*, of this particular material. Note that importance doesn't have to be in the [0..1] range.

## **Seed**

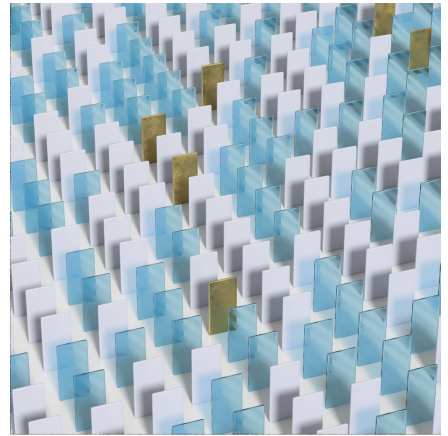
A random seed to produce different variations for the same set of parameters.



○ 1.0 (33%)  
● 1.0 (33%)  
● 1.0 (33%)



○ 1.0 (84%)  
● 0.1 (8%)  
● 0.1 (8%)



○ 0.5 (48%)  
● 0.5 (48%)  
● 0.05 (4%)