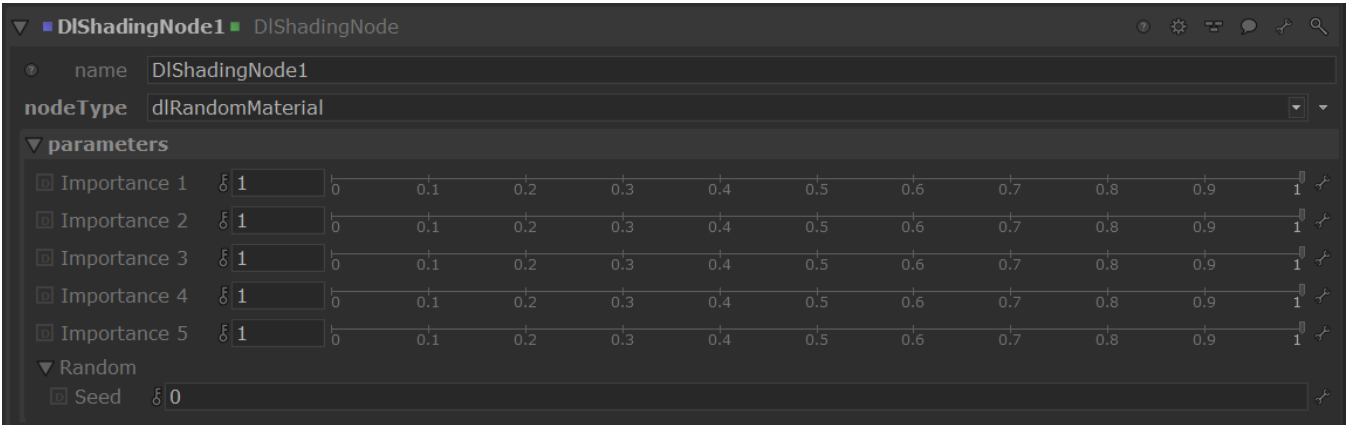# Random Material

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 (84%)	○ 0.5 (48%)
● 1.0 (33%)	● 0.1 (8%)	● 0.5 (48%)
● 1.0 (33%)	● 0.1 (8%)	● 0.05 (4%)