

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]

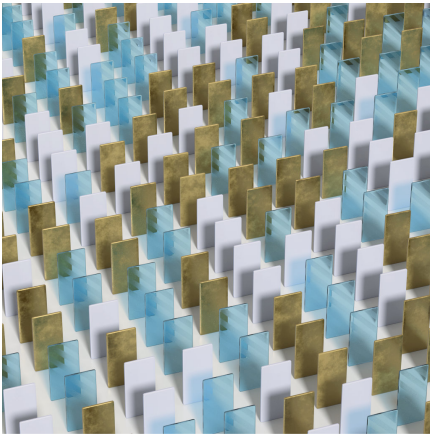
This connection specifies the material to use.

Importance[1..5]

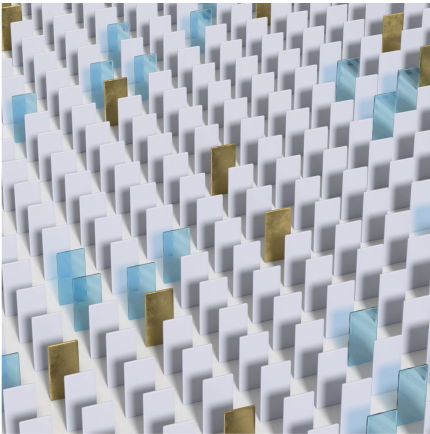
Specifies the importance, *relative to all other materials*, of this particular material. Note that importance doesn't have to be in the [0..1] range.

Seed

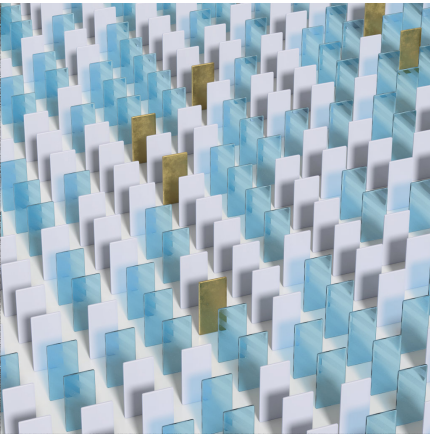
A random seed to produce different variations for the same set of parameters.



- 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%)