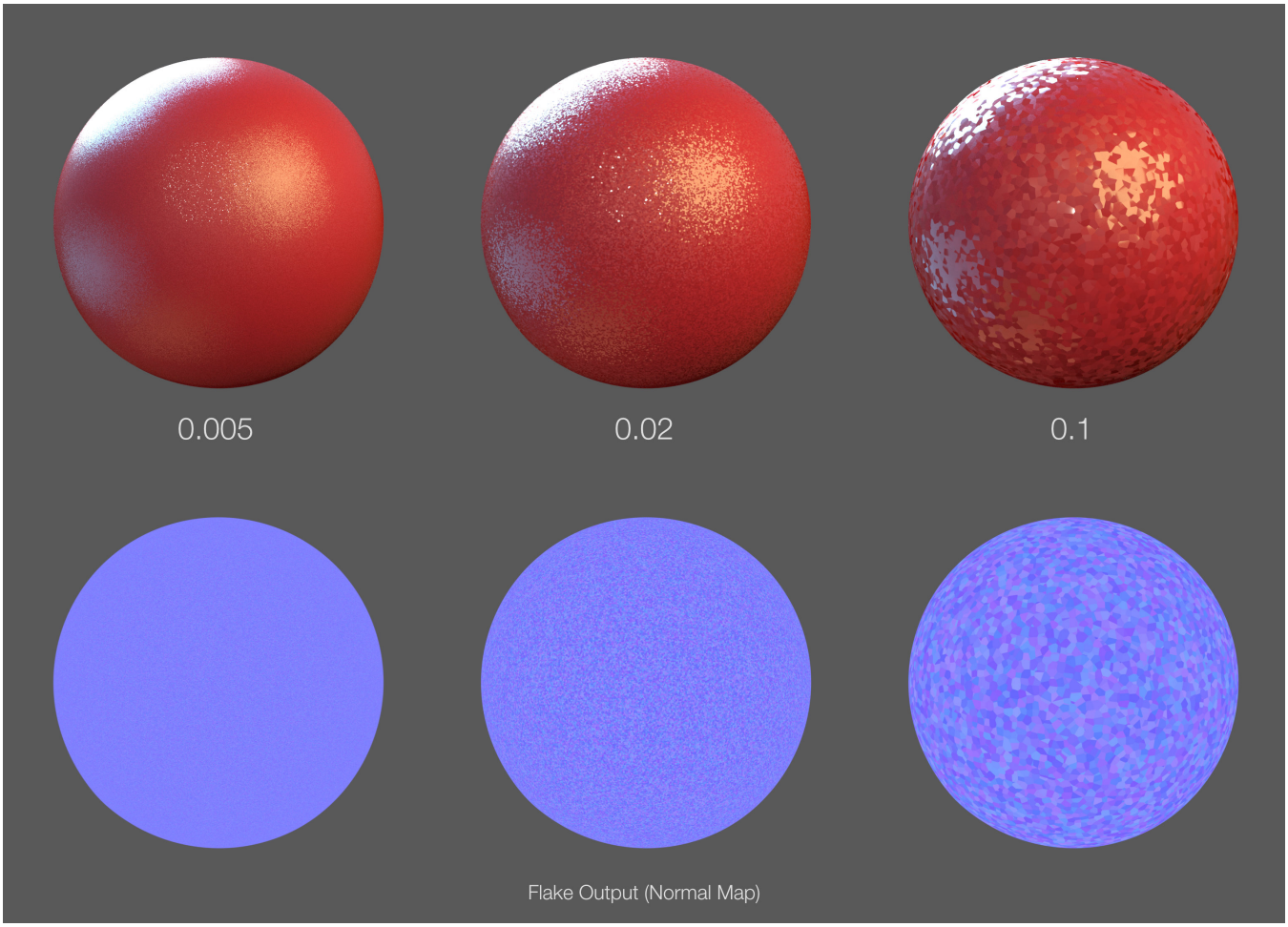
Flakes

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 .

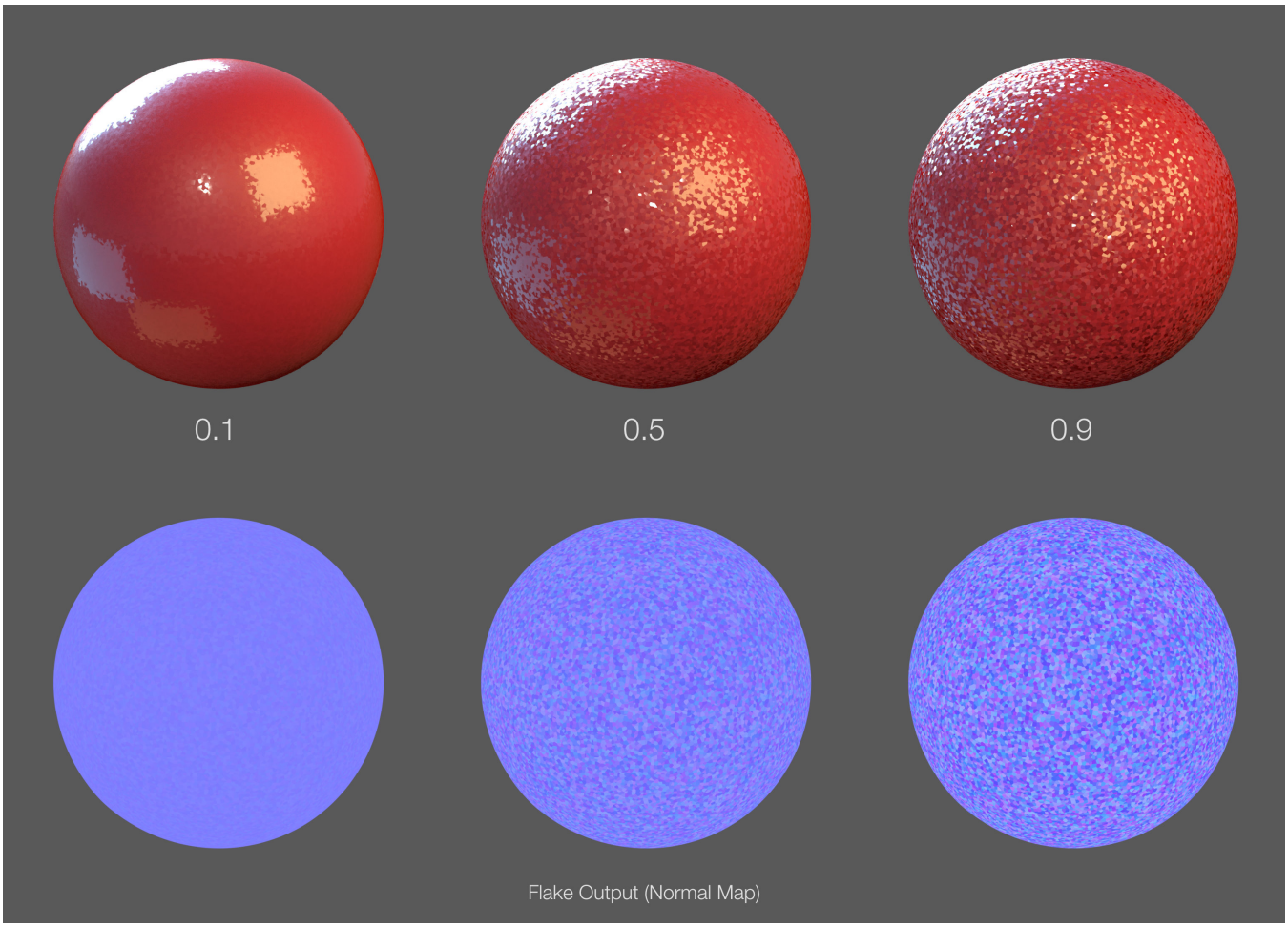
Scale

Defines the size of the flakes.



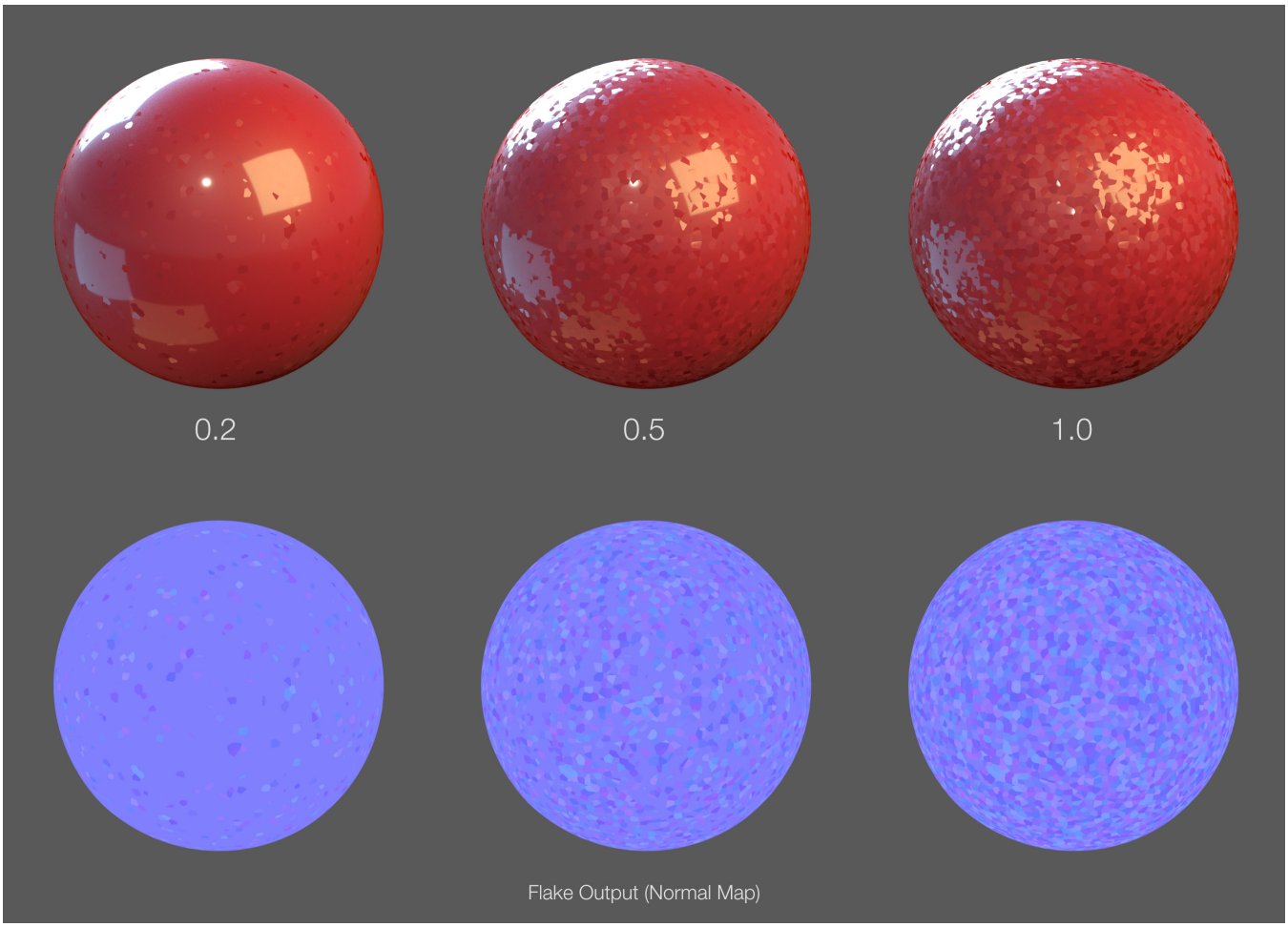
Randomness

How randomly distributed are the scales.



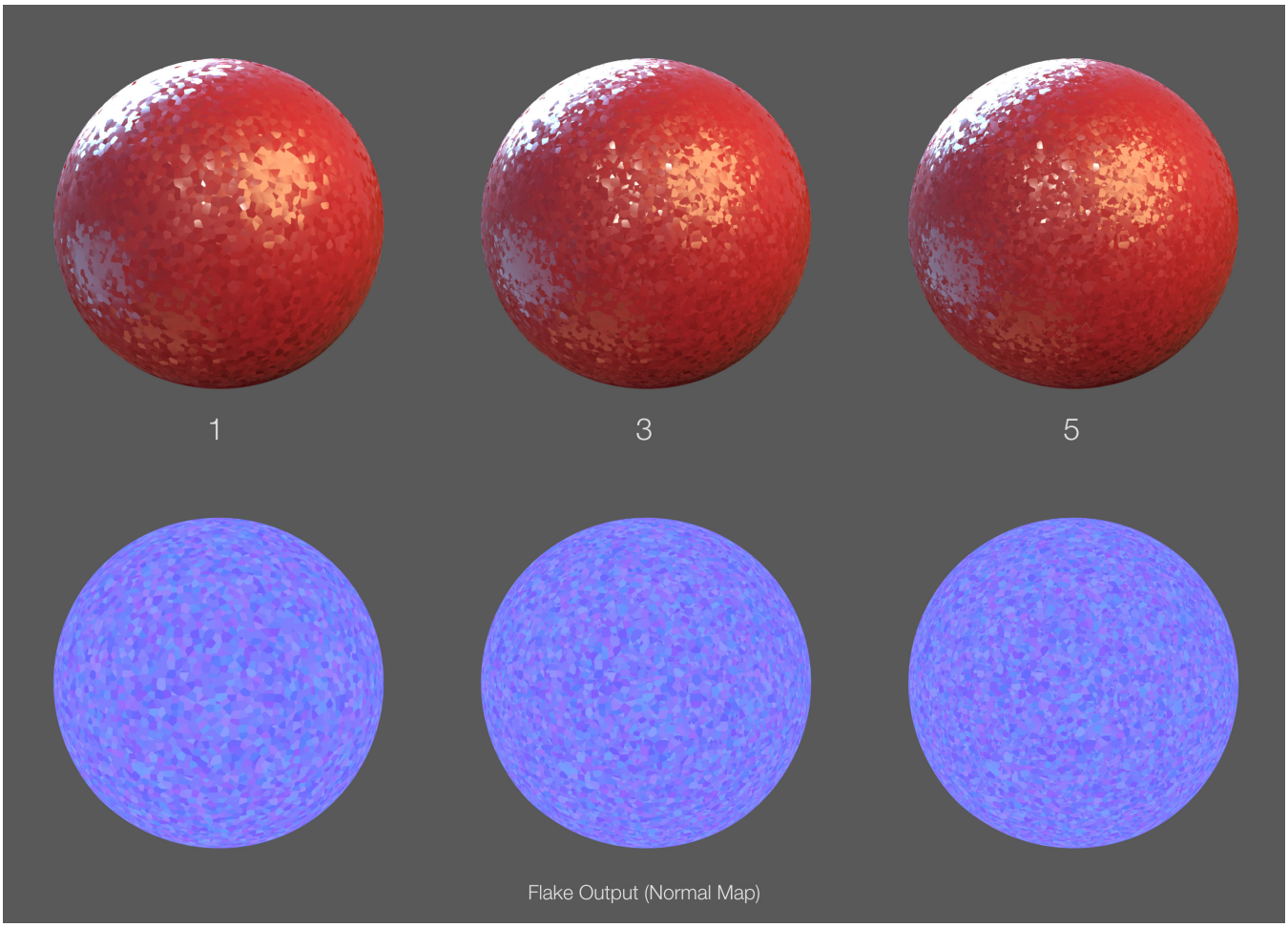
Density

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).



Layers

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


1
3
5
Flake Output (Normal Map)