

Displacement Blend

Displacement Blend Shader

Displacement

Displacement 1

0

Gain 1

1

Offset 1

0

Displacement 2

0

Gain 2

1

Offset 2

0

Displacement 3

0

Gain 3

1

Offset 3

0

Blending

Softness

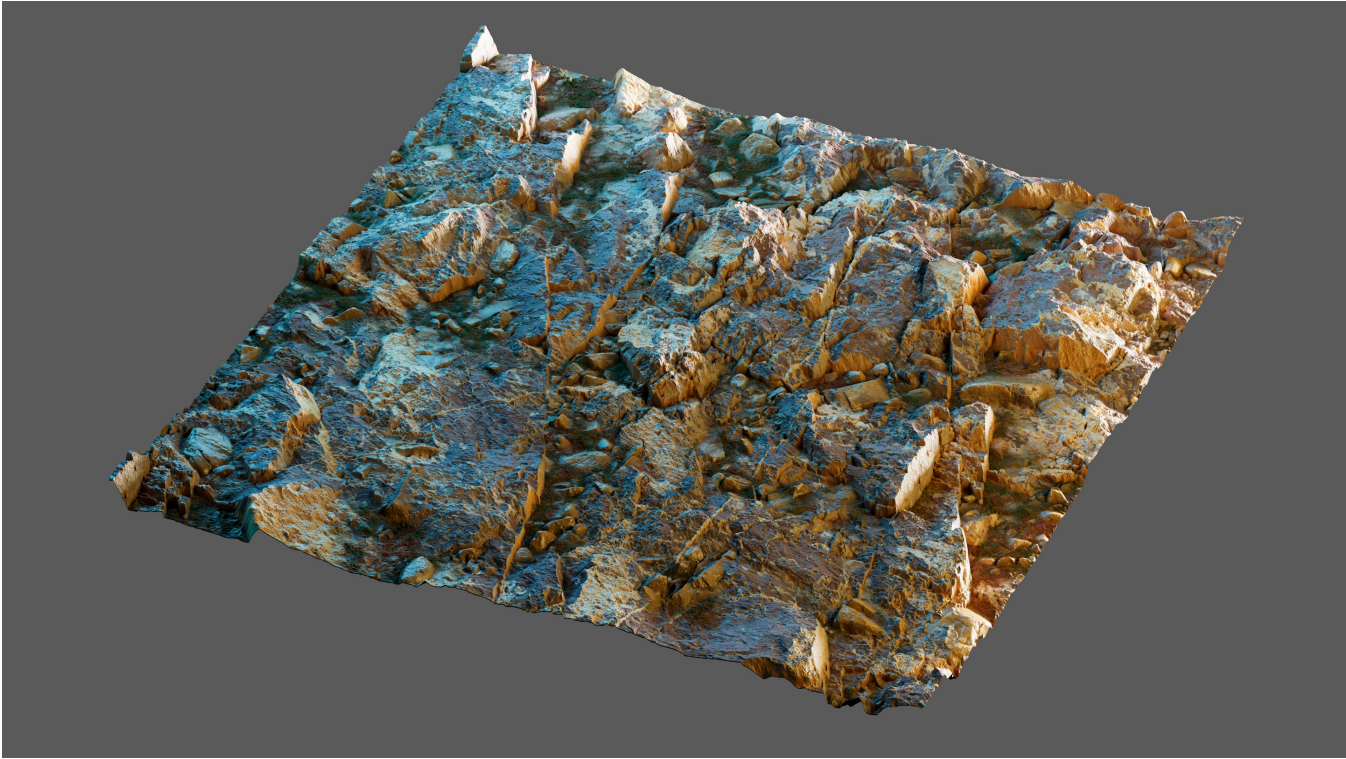
0.5

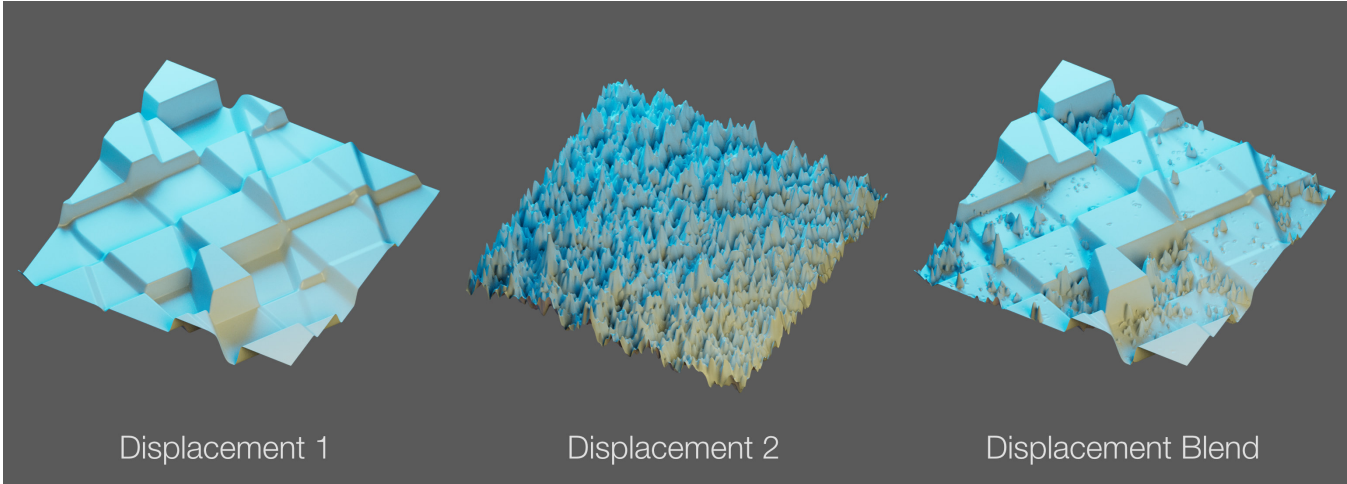
Noise Intensity

0

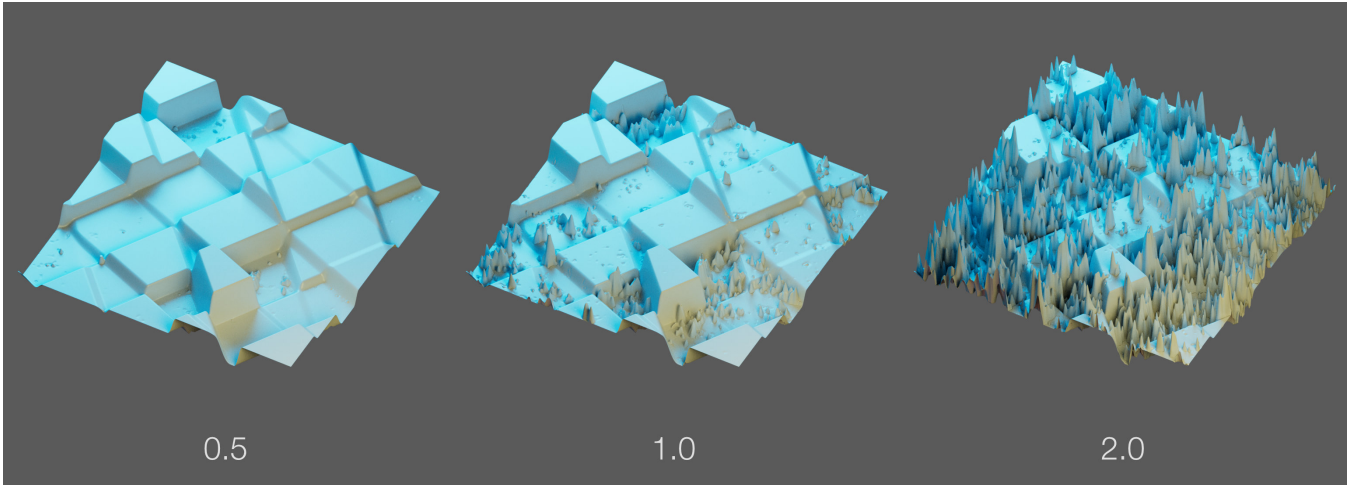
Noise Scale

1

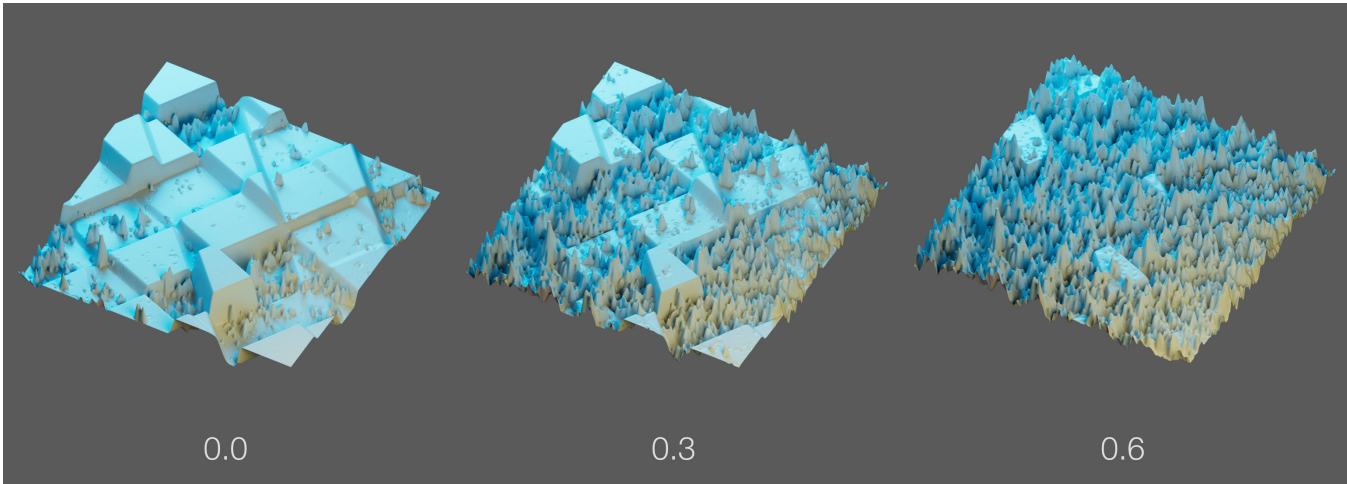
Transform



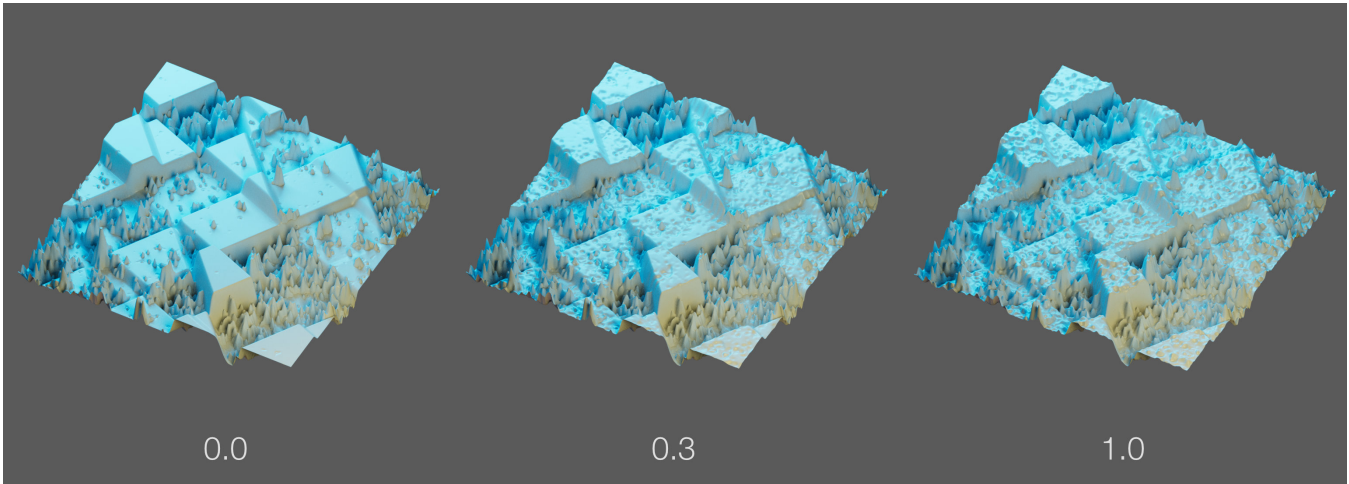
Gain



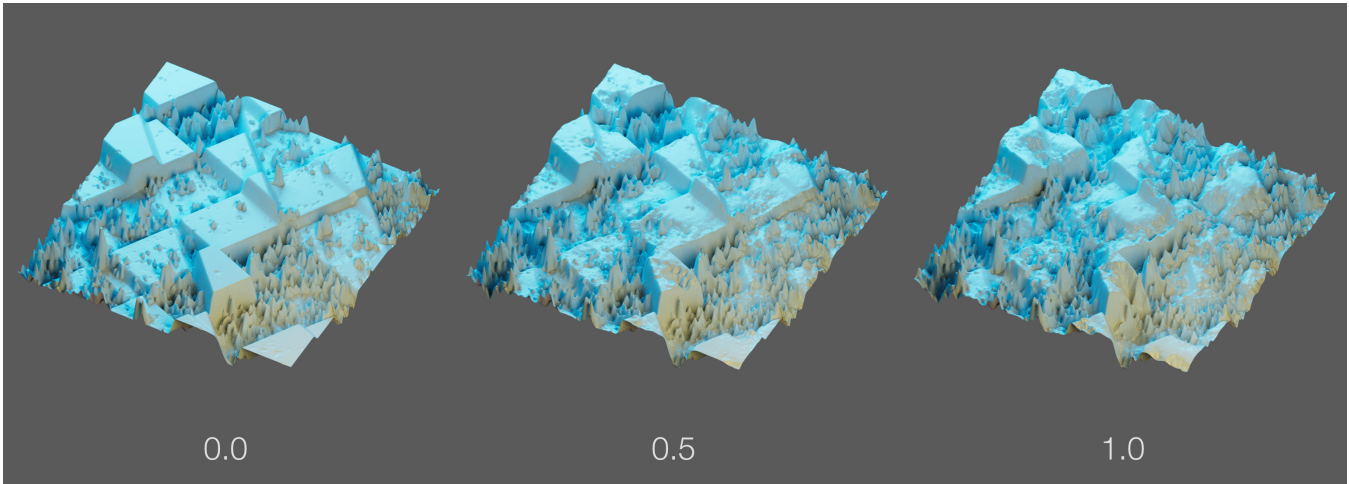
Offset



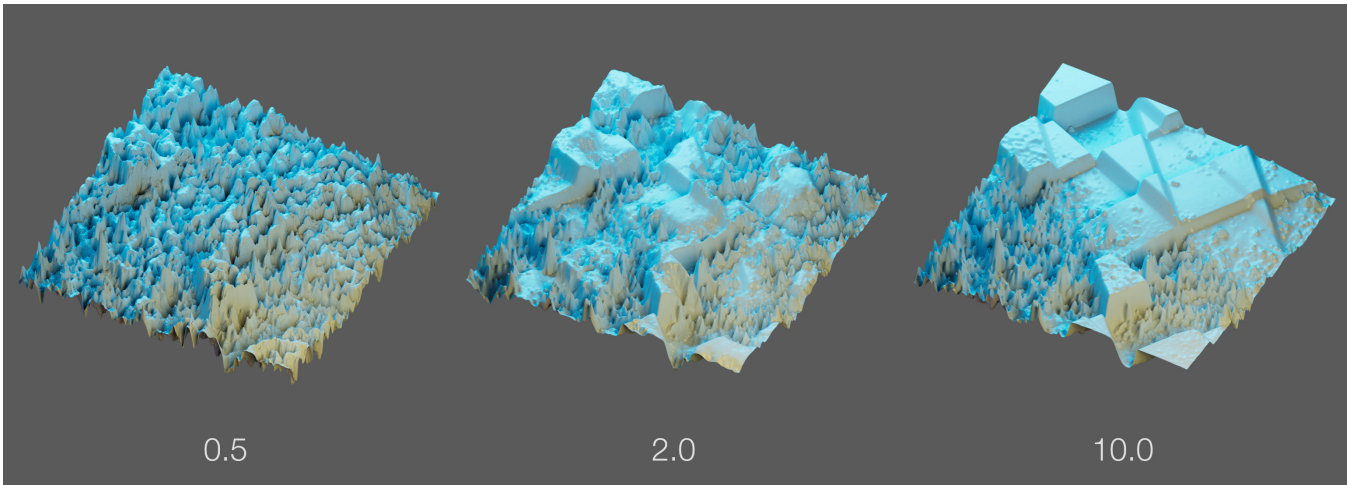
Softness



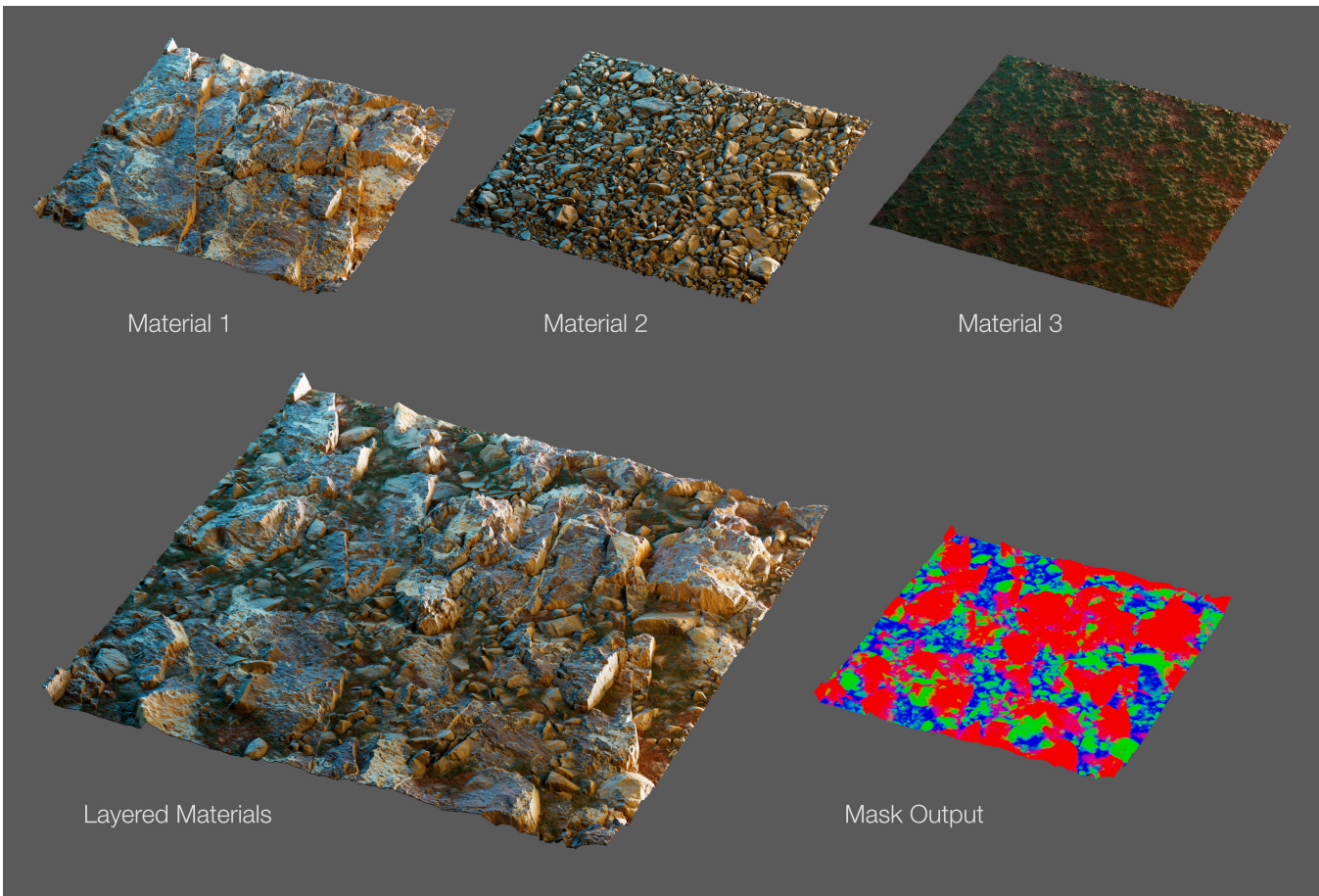
Noise Intensity



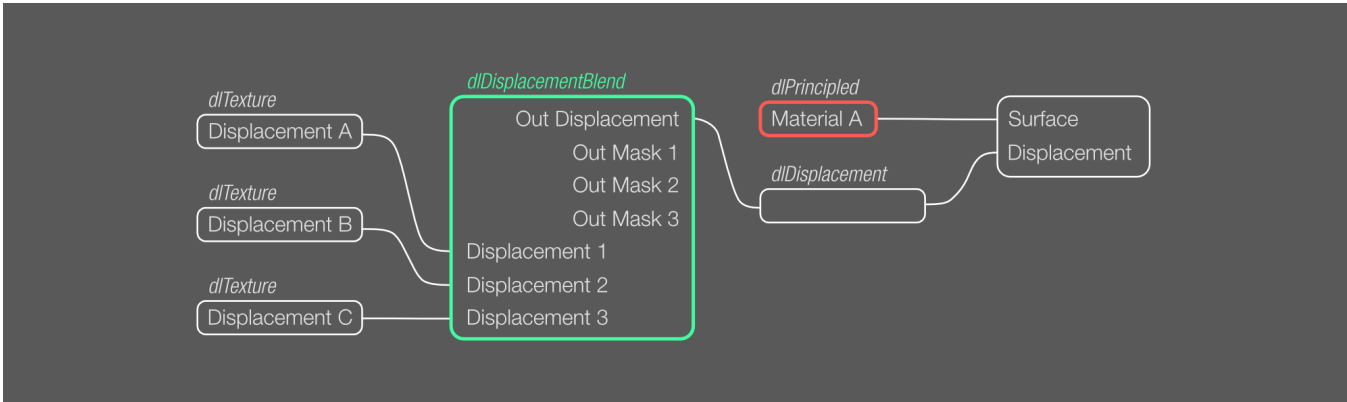
Noise Scale



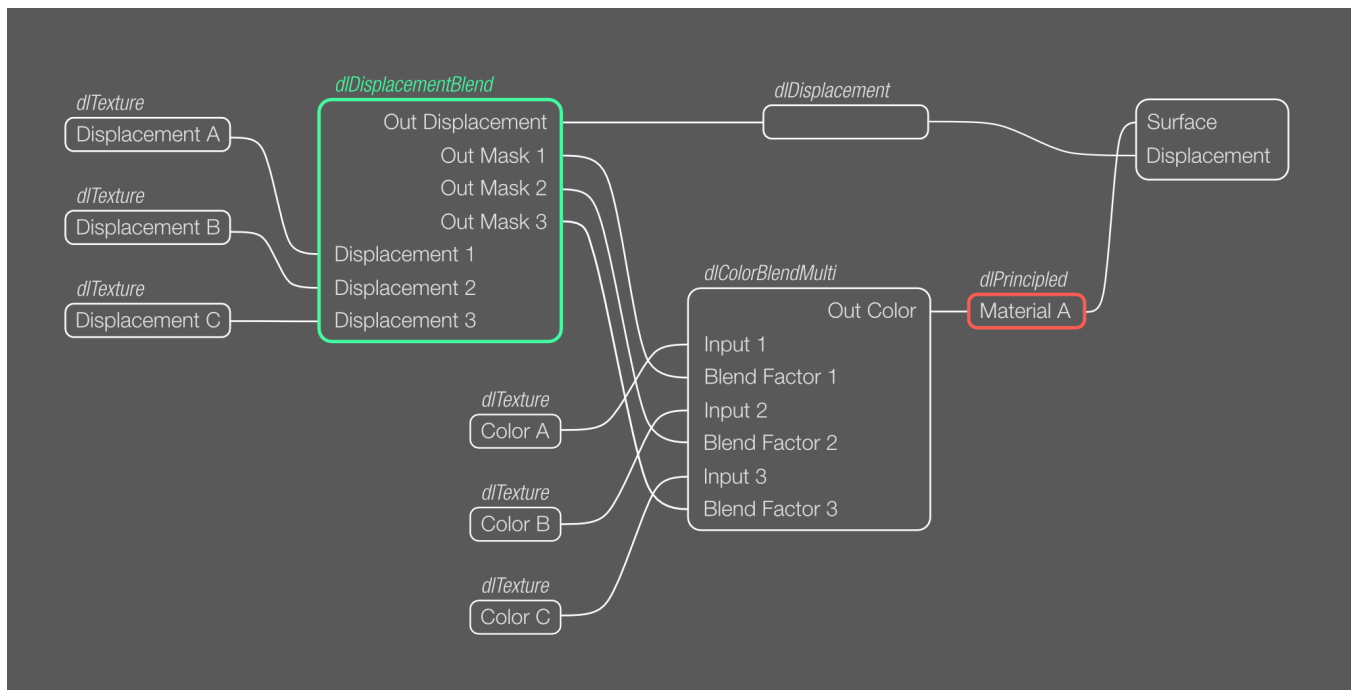
Mask Outputs



Blending Displacement Only



Blending Displacement and other Material Parameters



Blending Displacement and Layered Materials

