Procedural Texturing and Modeling

Image References
- Shirley, Sections 11.1 & 11.5

Noise?

Interpolation (Figure 11.3)

Solid Noise (Figure 11.5)
Absolute value of solid noise
(Figure 11.4)

| noise(x, y) | noise(x, 4y) | noise(4x, y) |

Turbulence
(Figure 11.6)

Design
(Figure 11.1)

Stripes
A Turbulent Stripe

(Figure 11.7)

Clouds

Bump Textures
(vector turbulence)

Ridges

Figure 11.3
Terrain