

Texture Shaders

Textures (image or procedural texture) can be used in a shader network of a mesh surface, as a displacement, bump or normal map, etc. An environment shader (like sky) allows you to define the scene background by assigning it to the *Render settings > Environment > Background* field.

Below is a list of texture nodes available in MtoA:

- Ai Image
- Cell Noise
- Checkerboard
- Flakes
- Layer Float
- Layer RGBA
- Noise
- Physical Sky
- Ramp
- Triplanar