

## **CMCS427 Procedural Textures and Perlin Noise**

The three possible problems from this unit are:

1. The basic idea of procedural texture – combining standard mathematical functions, with the provision that the end result is a gray scale value between 0 and 1, or color values RGB similarly scaled.
2. How multiple resolutions can be used to make more realistic natural textures, and brown, white and pink noise relate (and the frequency spectrum property for each.)
3. The process of recreating 1D Perlin noise, from the blending of random points, to the addition of multiple scales.