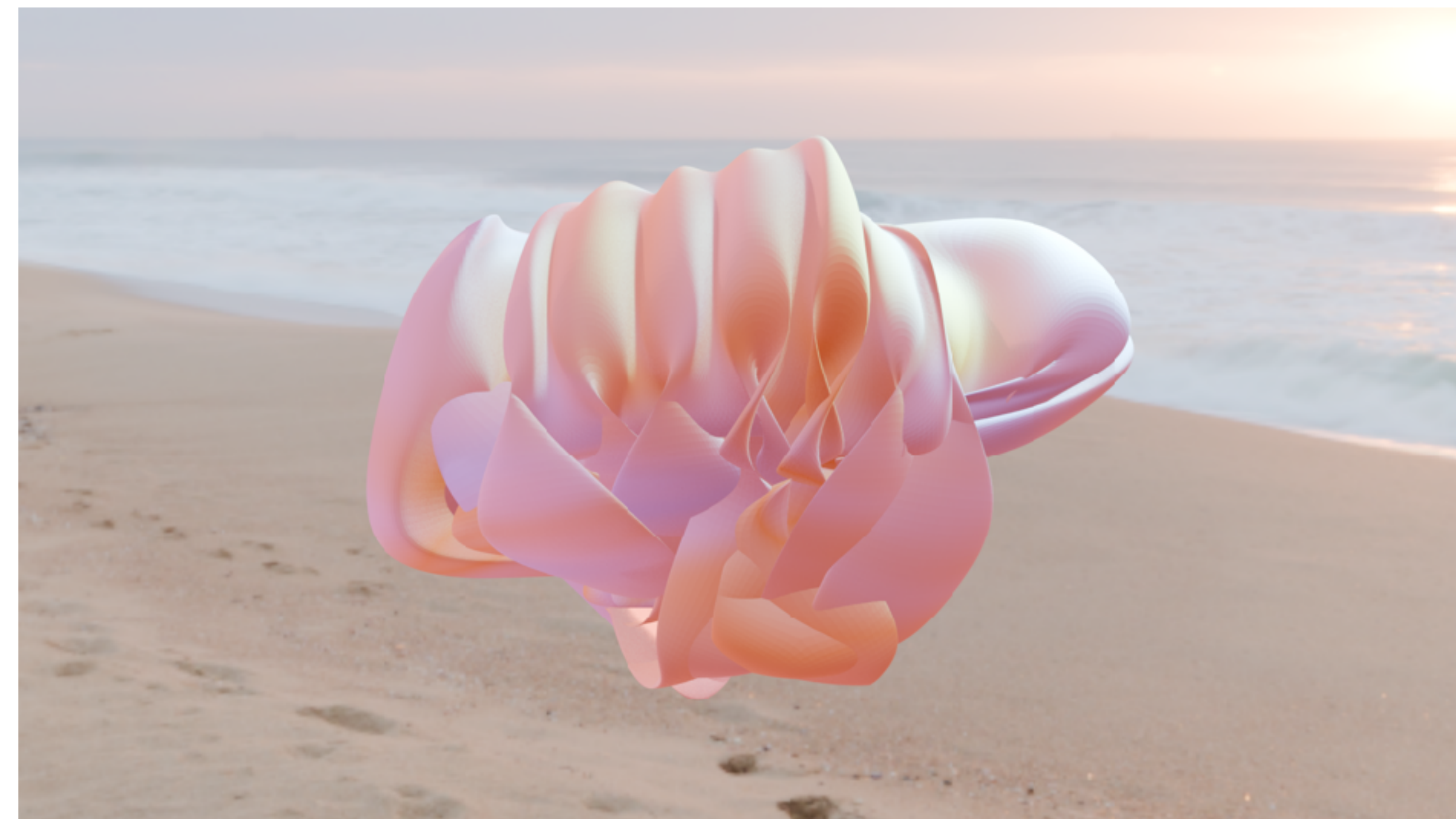


path_4

must musgrave

RULES

1. *A bit of background on the Musgrave tool: a powerful fractal noise generator used to create complex, self-similar organic patterns like terrain, clouds, and rust. Named after Ken Musgrave, a computer artist who worked with fractal images.*
2. *Unknowingly, that's what you've been creating with this tool.*
3. *Using a different shape, explore the Musgrave tool's limits.*





Blender 2.80 Properties panel for a Displace node. The panel shows the following settings:

- Node: Displace
- Texture: Texture.011
- Type: Distorted Noise
- Preview: [Preview]
- Distorted Noise:
 - Noise Basis: Blender Original
 - Distribution: Blender Original
 - Amount: 10.000
 - Size: 2.00
 - Noise: 0.10
- Colors:
 - Clamp: [Clamp]
 - Multiply R: 1.000
 - G: 1.000
 - B: 1.000
 - Brightness: 1.980
 - Contrast: 0.700
 - Saturate: 2.000



