

BCC Mixed Colors Generator

Mixed Colors produces a color noise map.



Offset XY controls the appearance of the pattern at a given point by moving through the procedural noise from which the effect is generated along the X and Y axis, respectively.

Scale X and **Scale Y** determine the scale of the pattern along the X and Y axis. Select **Lock to Scale X** checkbox to keep these values in proportion, or deselect this option to adjust Scale X and Y independently.



Scale X and Y=10



Scale X and Y=50



Scale X and Y=100

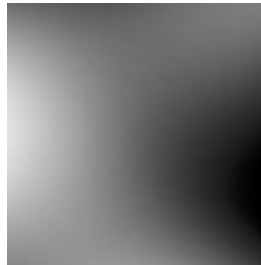
Rotation spins the pattern around the Z axis.

Brightness adjusts the brightness of the pattern. Increasing the Brightness setting pushes colors toward white, and decreasing the setting pushes colors toward black.

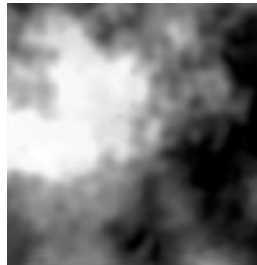
Contrast adjusts the contrast of the image. Increasing the Contrast setting pushes colors toward pure colors, and decreasing the setting pushes colors toward 50% gray.

Red Balance, **Green Balance**, and **Blue Balance** adjust the relative intensity of each respective color channel in the texture.

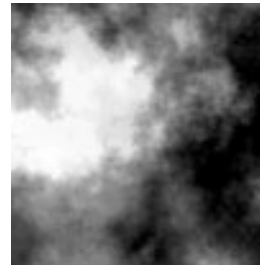
Detail determines how jagged the boundaries between the colors in the pattern are. Low values produce smooth curvilinear boundaries. High values produce rougher, more intricate boundaries.



Detail=10



Detail=50



Detail=100

Coarseness controls the number of distinct color patches that appear in the random color pattern. Higher values create a greater number of smaller patches, while lower values create fewer patches that are larger in size.



Coarseness=10



Coarseness=100

Mutation controls the pattern of the colors at a given point by moving through the procedural noise from which the effect is generated along the Z axis.

Select the **Source Alpha checkbox** to use the source alpha channel as a mask; the texture appears only in opaque regions. When deselected, the source's alpha channel is ignored.

Opacity adjusts the opacity of the simulated texture.

The **Apply Mode menu** controls how the texture is composited over the source image. For descriptions of all the possible Apply Modes, see Appendix A in the User Guide. **Apply Mix** controls the mix of the specified Apply Mode with the *Normal* apply mode. If the Apply Mode is Normal, Apply Mix has no affect. If Apply Mix is 0, Apply Mode has no affect. Increase Apply Mix to blend the Apply Mode setting with the Normal apply mode.