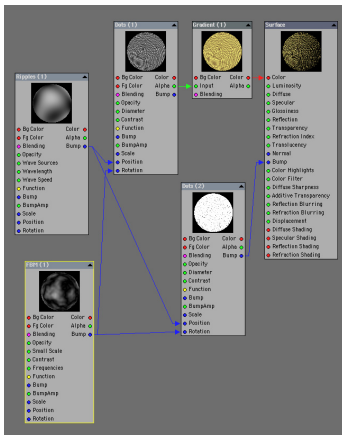# Texturing Corn Using The Node Editor and Procedural Textures

Load a simple corn model in Layout. Open the Surface Editor and VIPER. Select the kernels surface and open the Node Editor. Add a Dots Node and open the editor, change the XYZ scale until the kernels are the size you like (around 25 mm). Increase the Dots diameter until the dots start to intersect (165%).

Add a gradient node and adjust the colors tto the shades of corn. (I started with a dark brown and faded it into a pale yellow). Plug the alpha channel of the dots node into the input channel of the gradient and the color channel of of the gradient to the color channel of the surface.

Copy and paste the dots node and open the editor Turn up the contrast (80%), move the bump up (300%) and the diameter down (155%). Plug the bump channel of the dots (2) node into the surface bump channel.
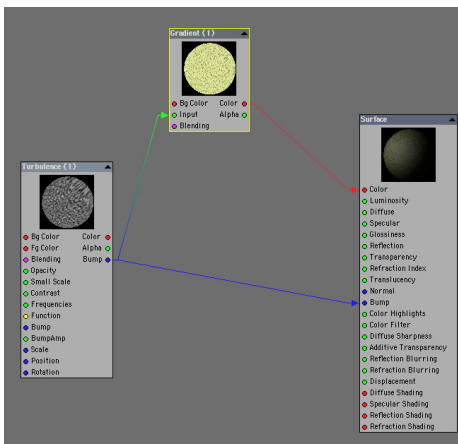
In order to add randomness to the kernels add a ripples node. In the editor change the bump amplitude to 10% and the wave speed to 0. Plug the bump channel into the position channel on both dots nodes. Add an FBM node, scale down the XYZ scale (500 mm) and decrease the bump amplitude (20%). Plug the bump channel into the rotation channel on both dots nodes.

In order to get rid of the black lines running from top to bottom, open the dots nodes and increase the Y scale (145 mm).

Edit the following surface settings:

Diffuse: 90%
Specularity: 40%
Glossiness: 30%

Select the husk surface and open the node editor. Add a turbulence node, change the XY scale down (25 mm) and increase the Z scale (10 M). Descrease the bump amplitude (40%).

Add a gradient node using the colors you want for the husk. Plug the bump channel from the turbulence node into the input node of the gradient. Plug the color channel of the gradient into the surface color channel.

Edit the following surface settings:

Diffuse: 30%
Specularity: 15%
Glossiness: 2%

I'd love to see what cool variations you can come up with.

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