

# High-Performance Procedural Noise using an Histogram-Preserving Blending Operator

1920 × 1080 results

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CNRS/LJK, Inria

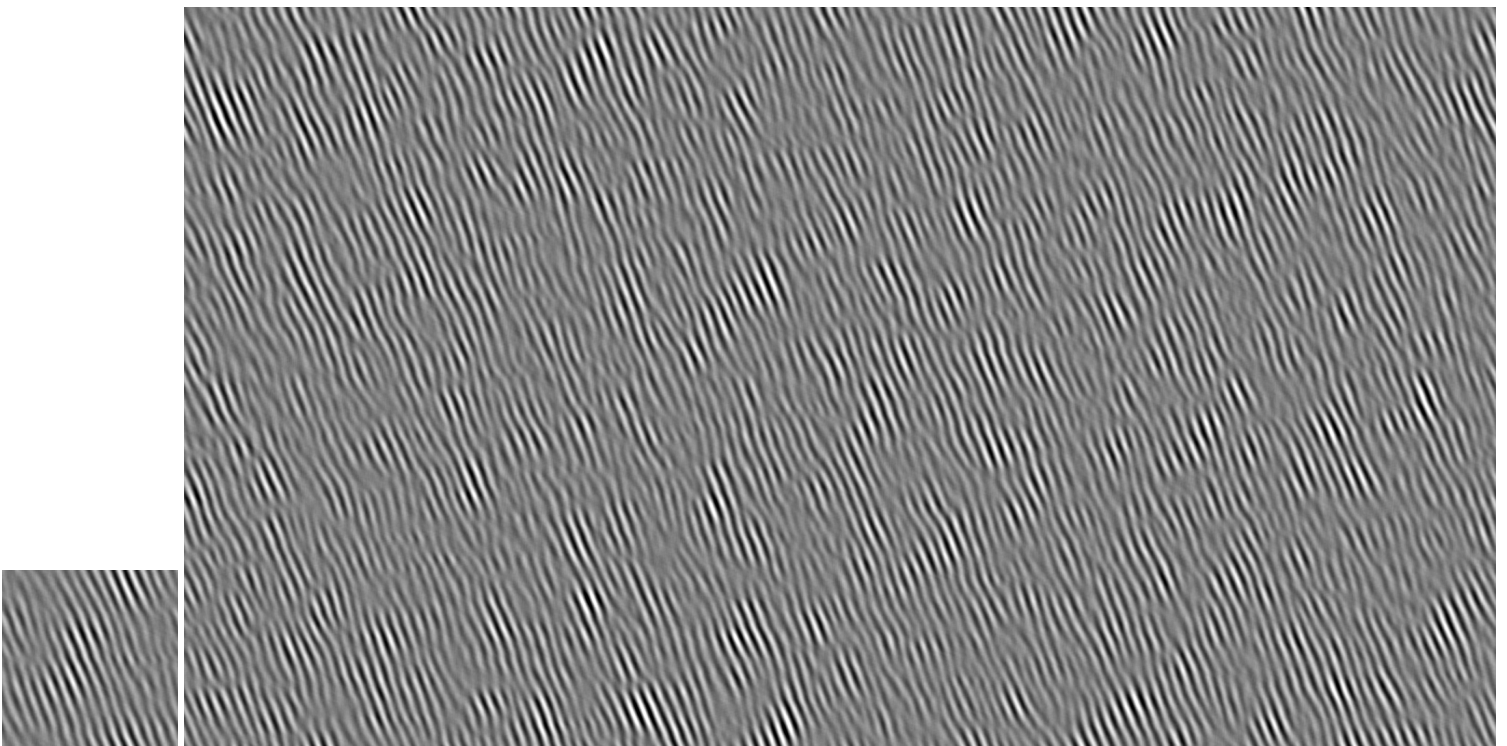
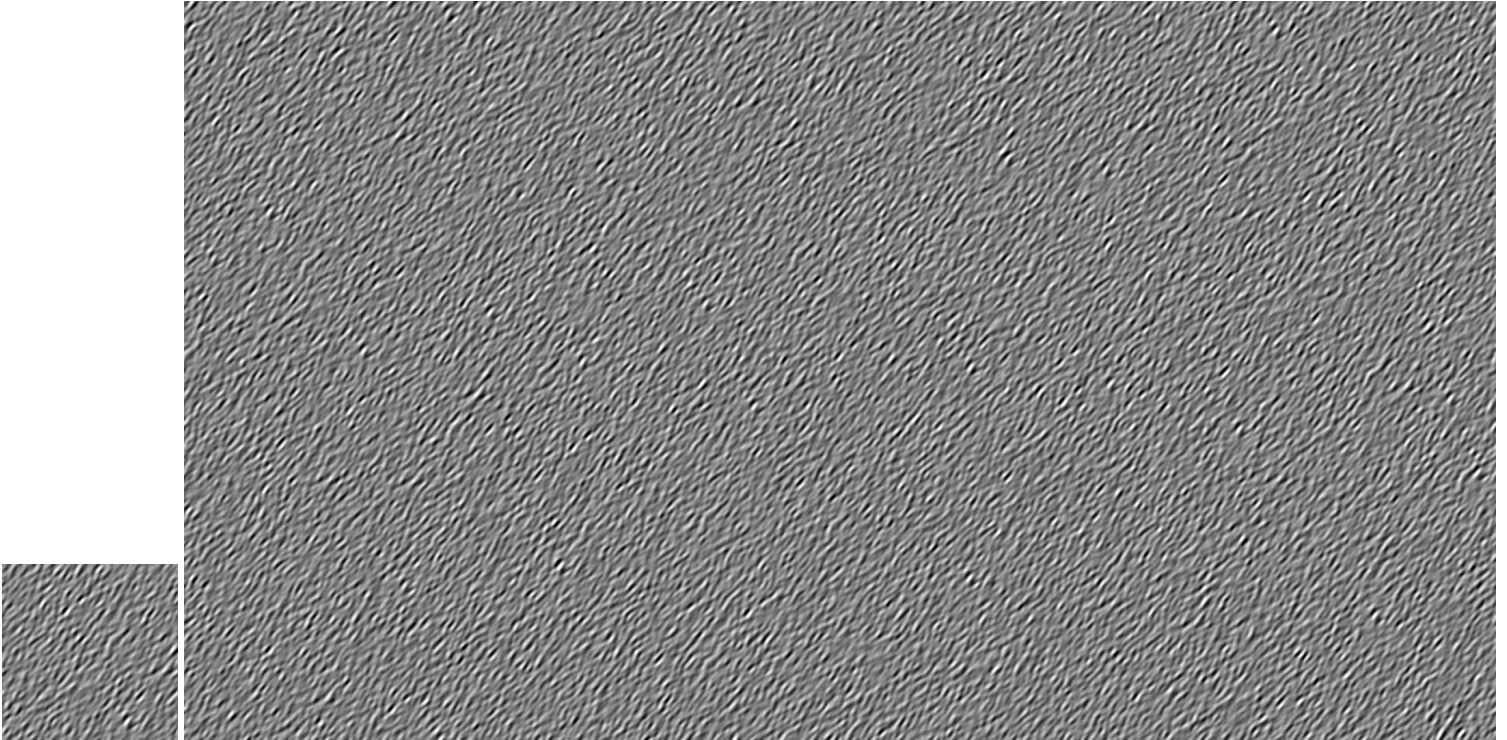
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# 1 Random-Phase Noise

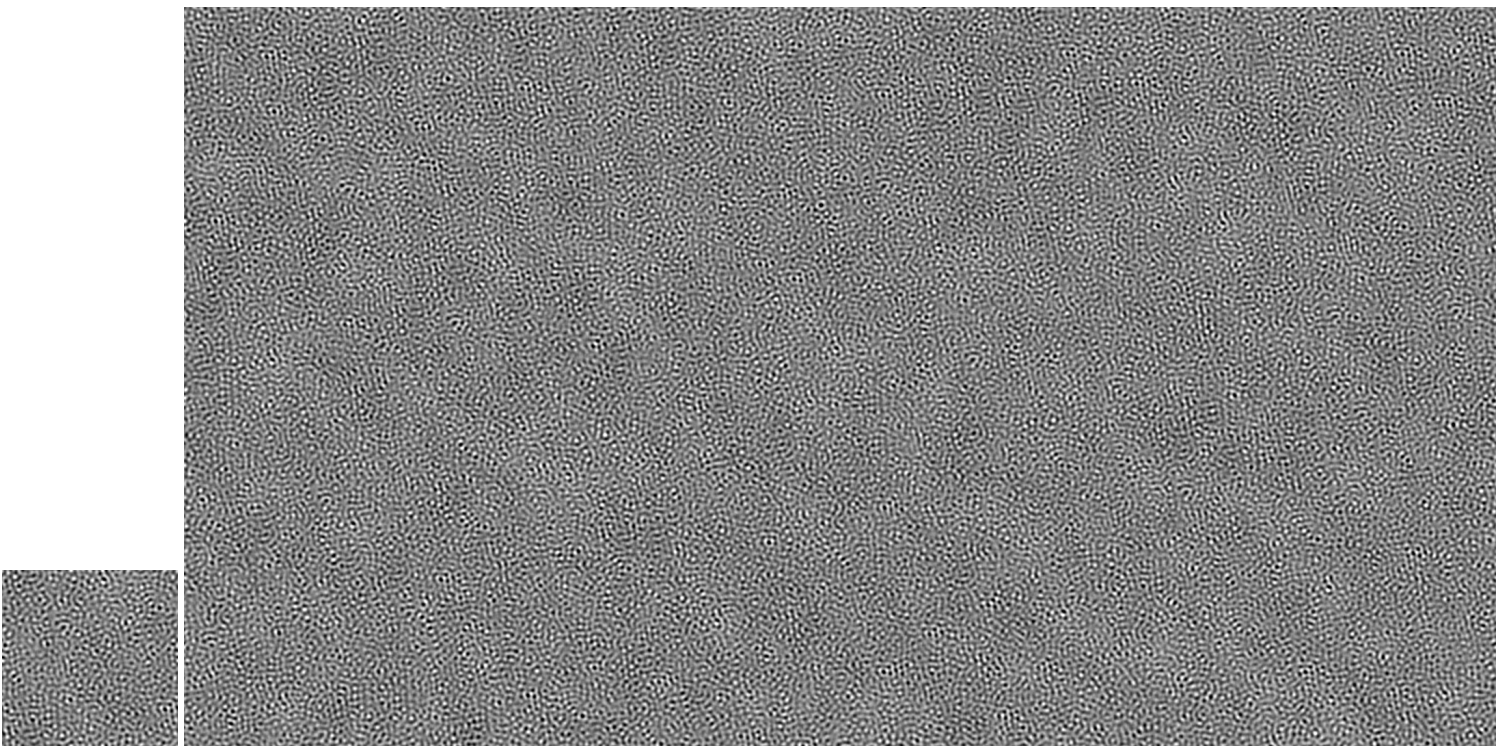
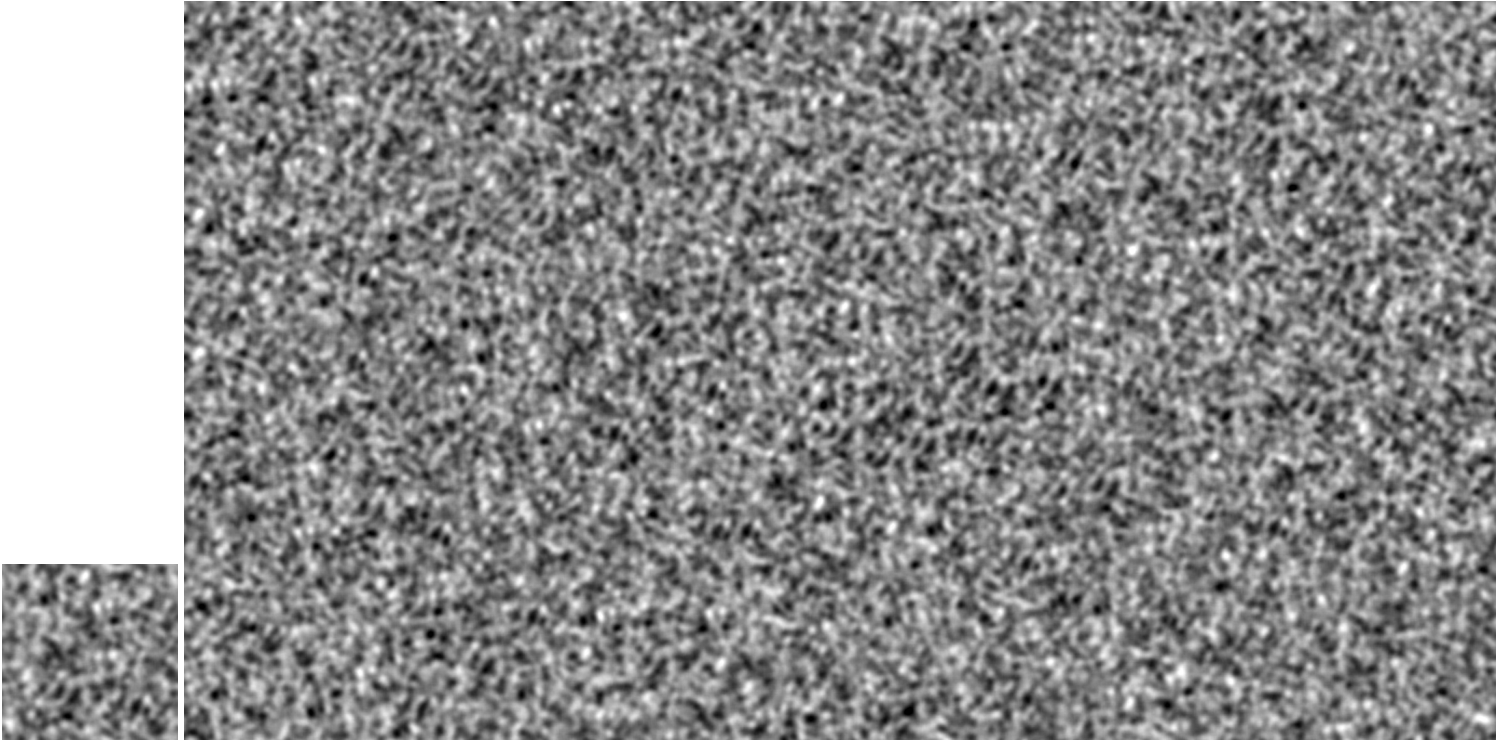
**input**  
256 × 256

**our result: 3 texture fetches**  
0.11ms at 1920×1080 on an NVIDIA 980GTX



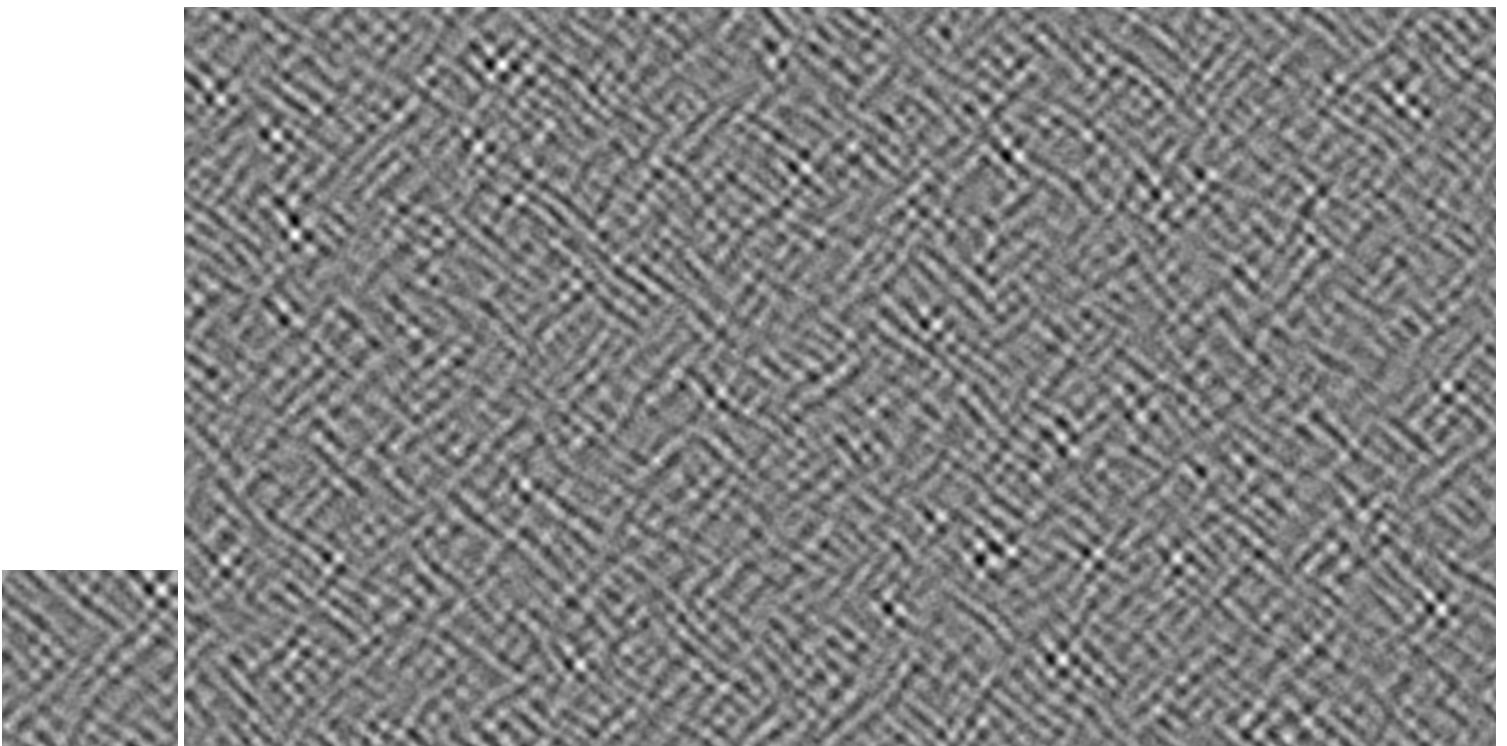
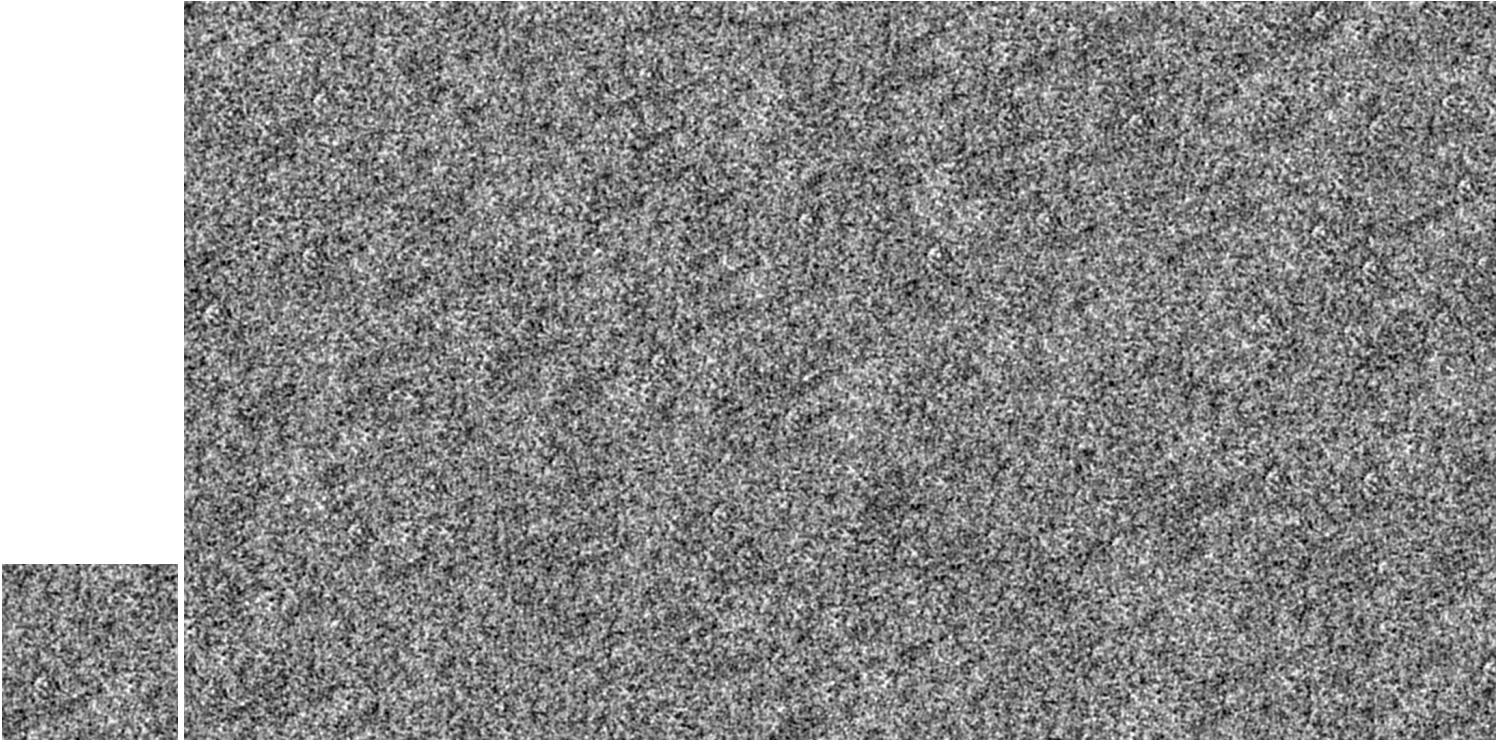
**input**  
256 × 256

**our result: 3 texture fetches**  
0.11ms at 1920×1080 on an NVIDIA 980GTX



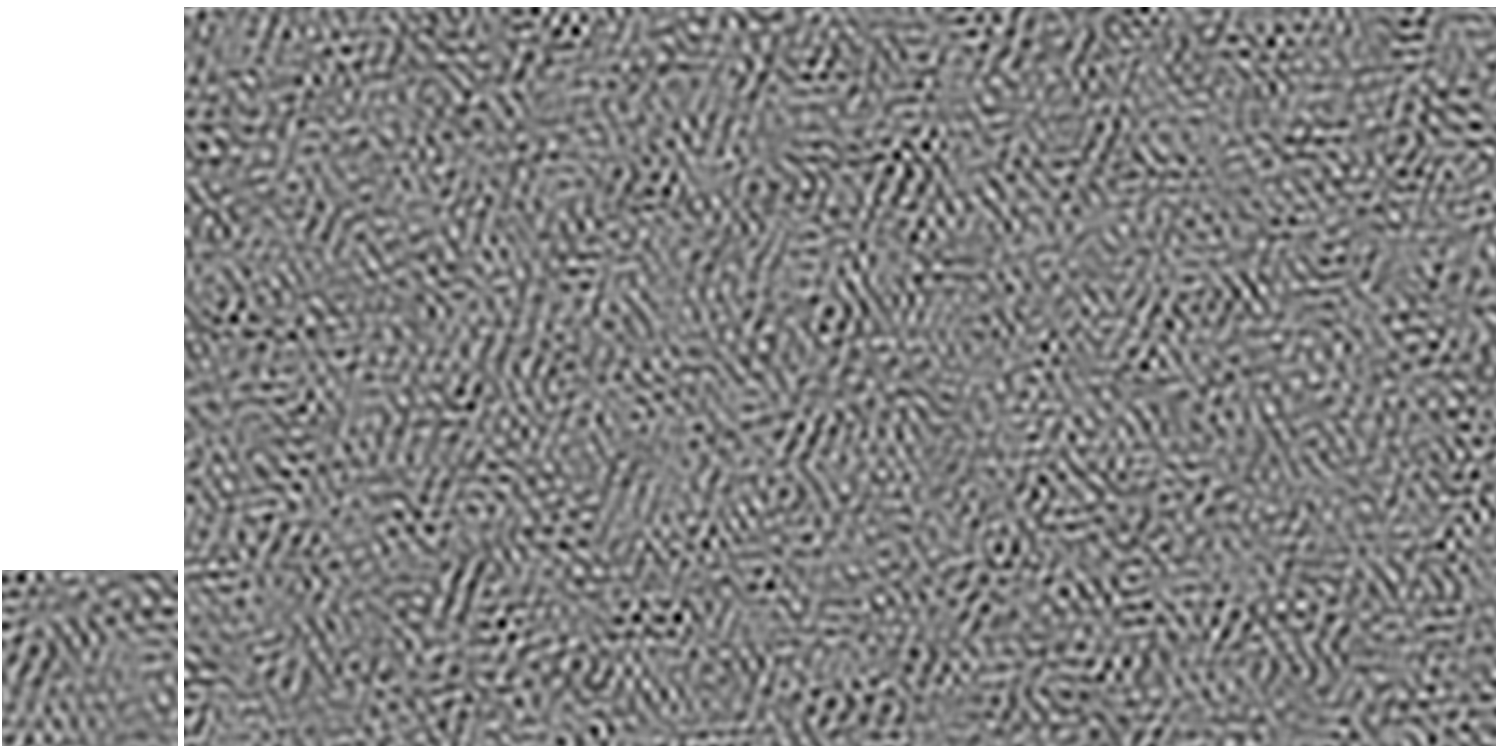
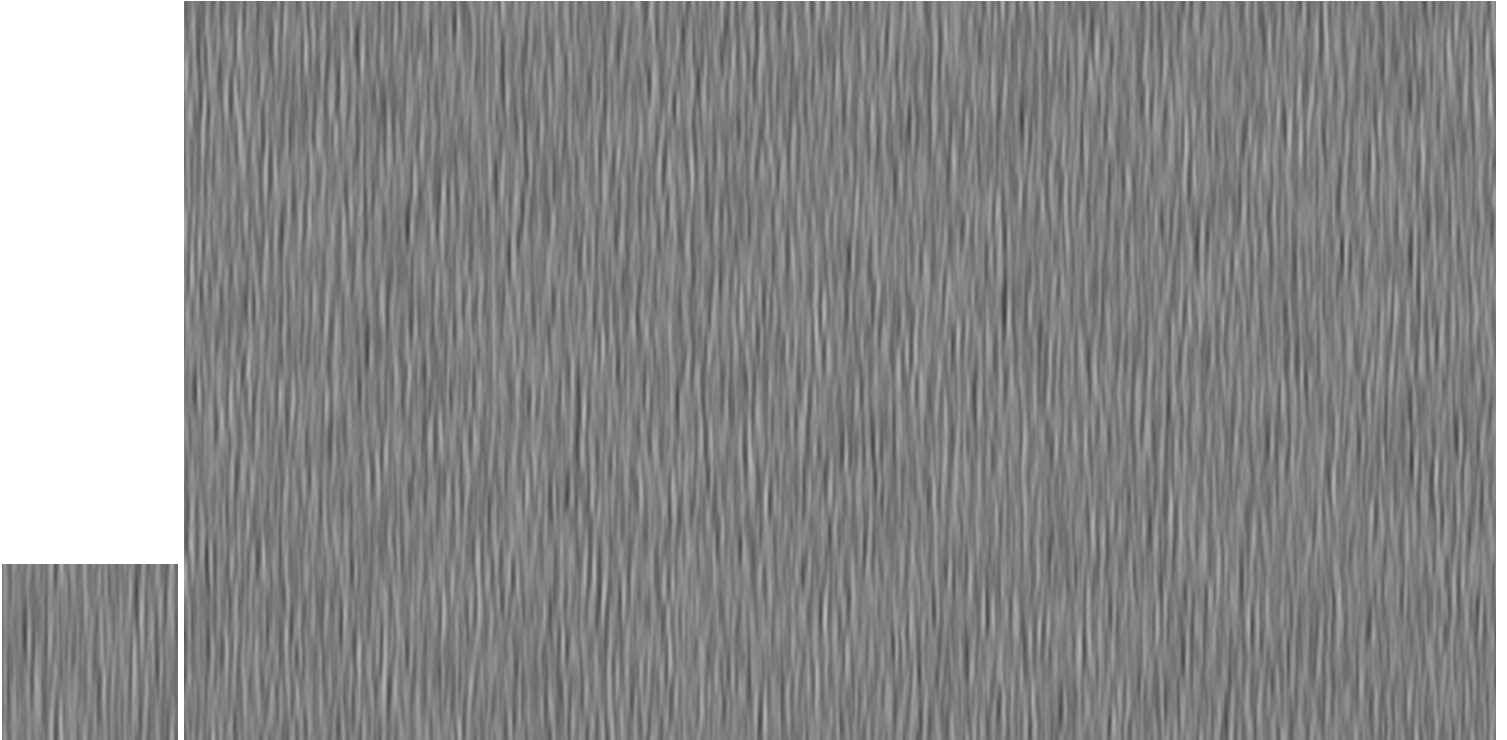
**input**  
256 × 256

**our result: 3 texture fetches**  
0.11ms at 1920×1080 on an NVIDIA 980GTX



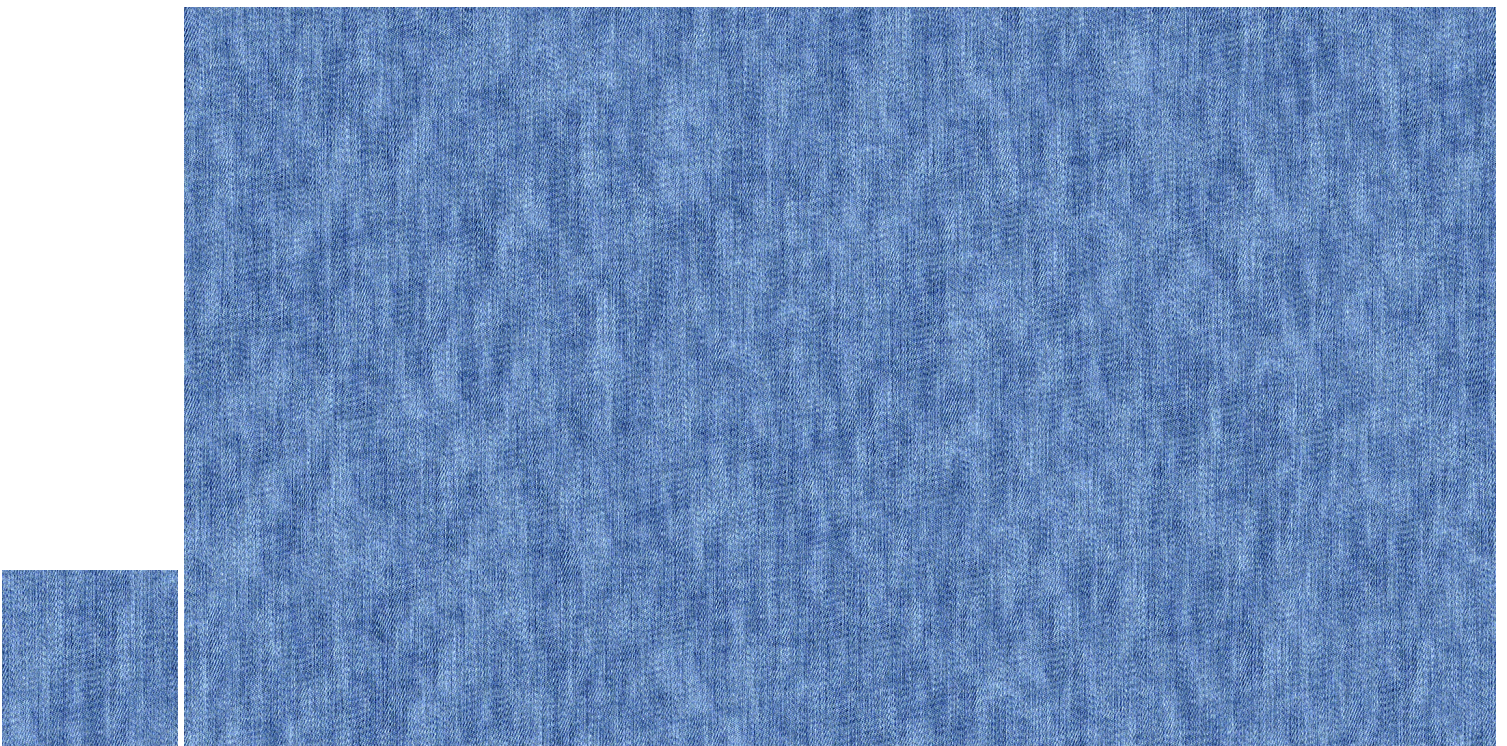
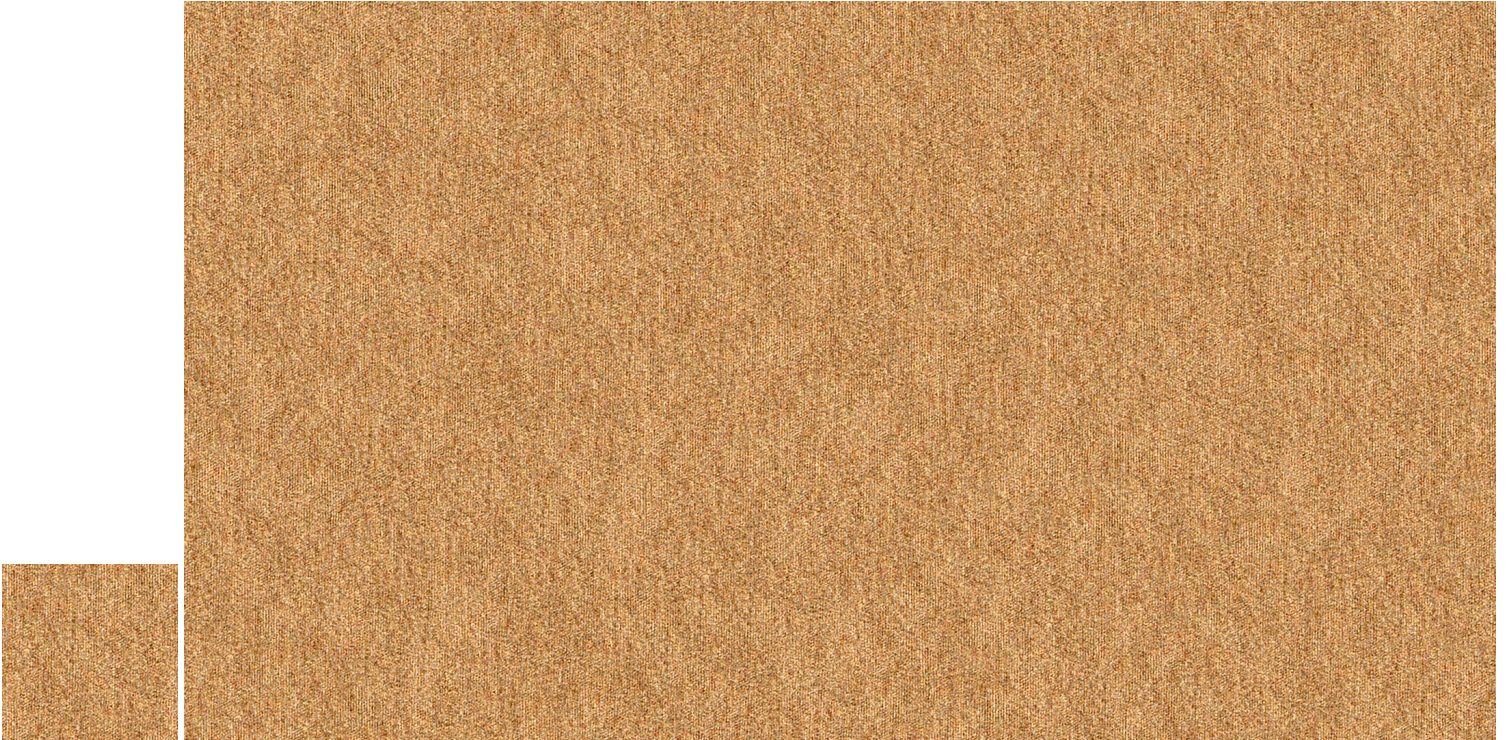
**input**  
256 × 256

**our result: 3 texture fetches**  
0.11ms at 1920×1080 on an NVIDIA 980GTX



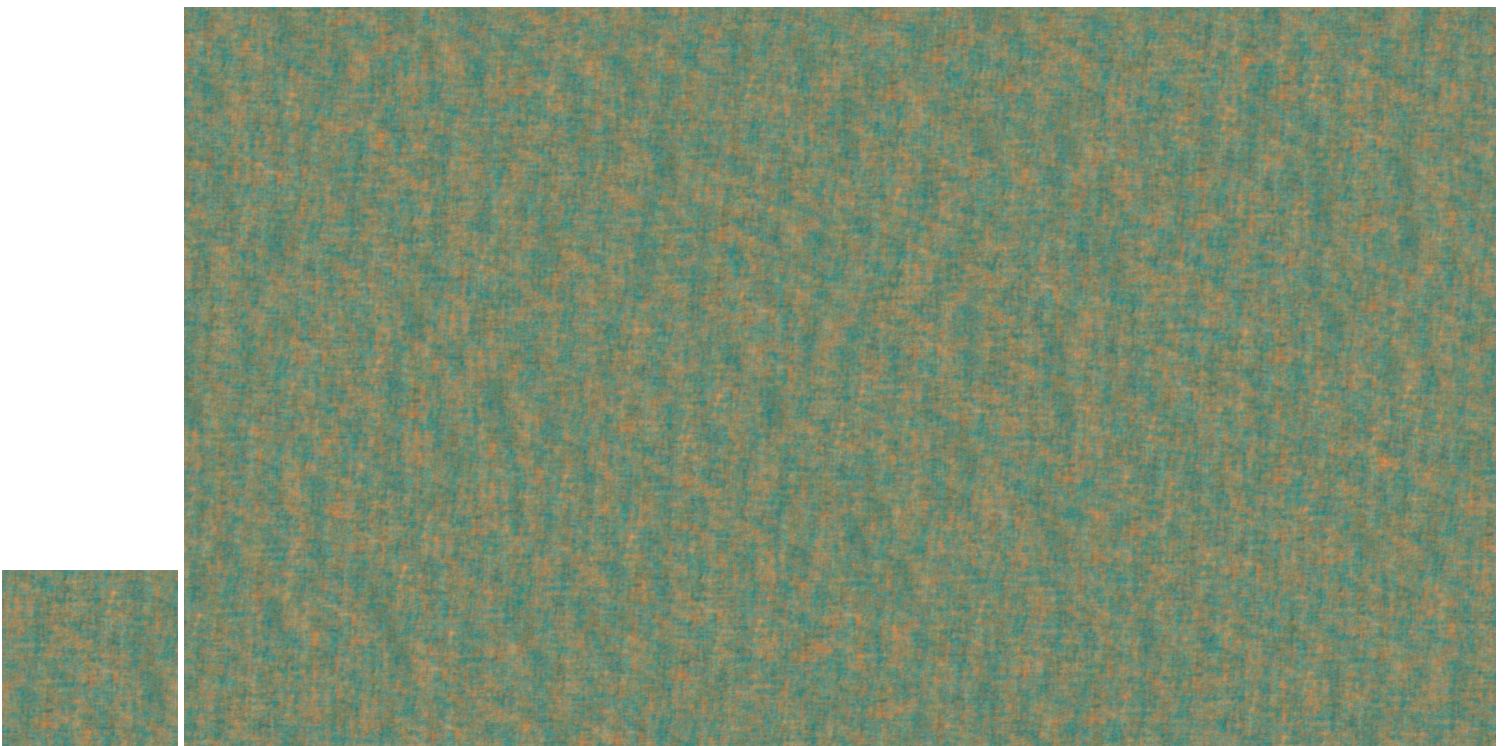
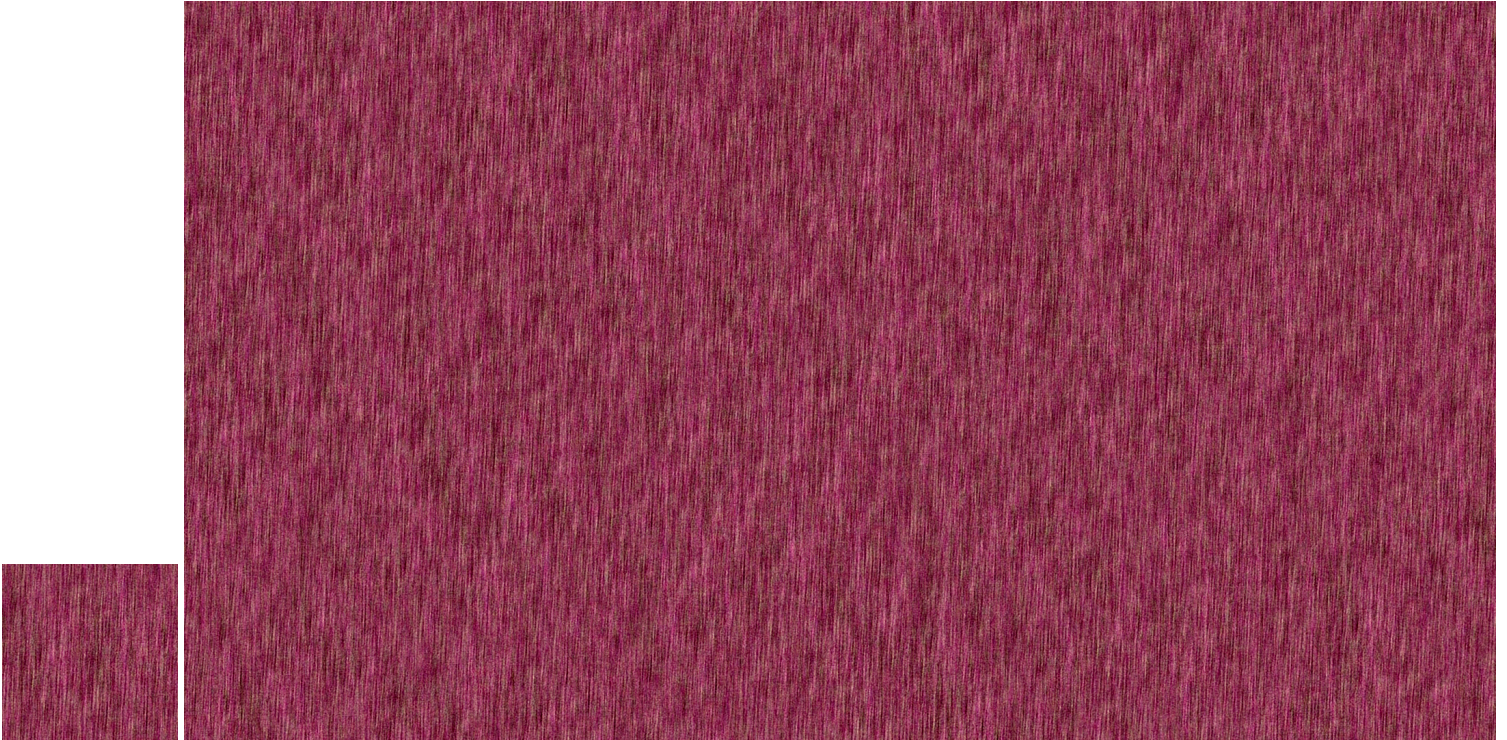
**input**  
256 × 256

**our result: 3 texture fetches**  
0.11ms at 1920×1080 on an NVIDIA 980GTX



**input**  
256 × 256

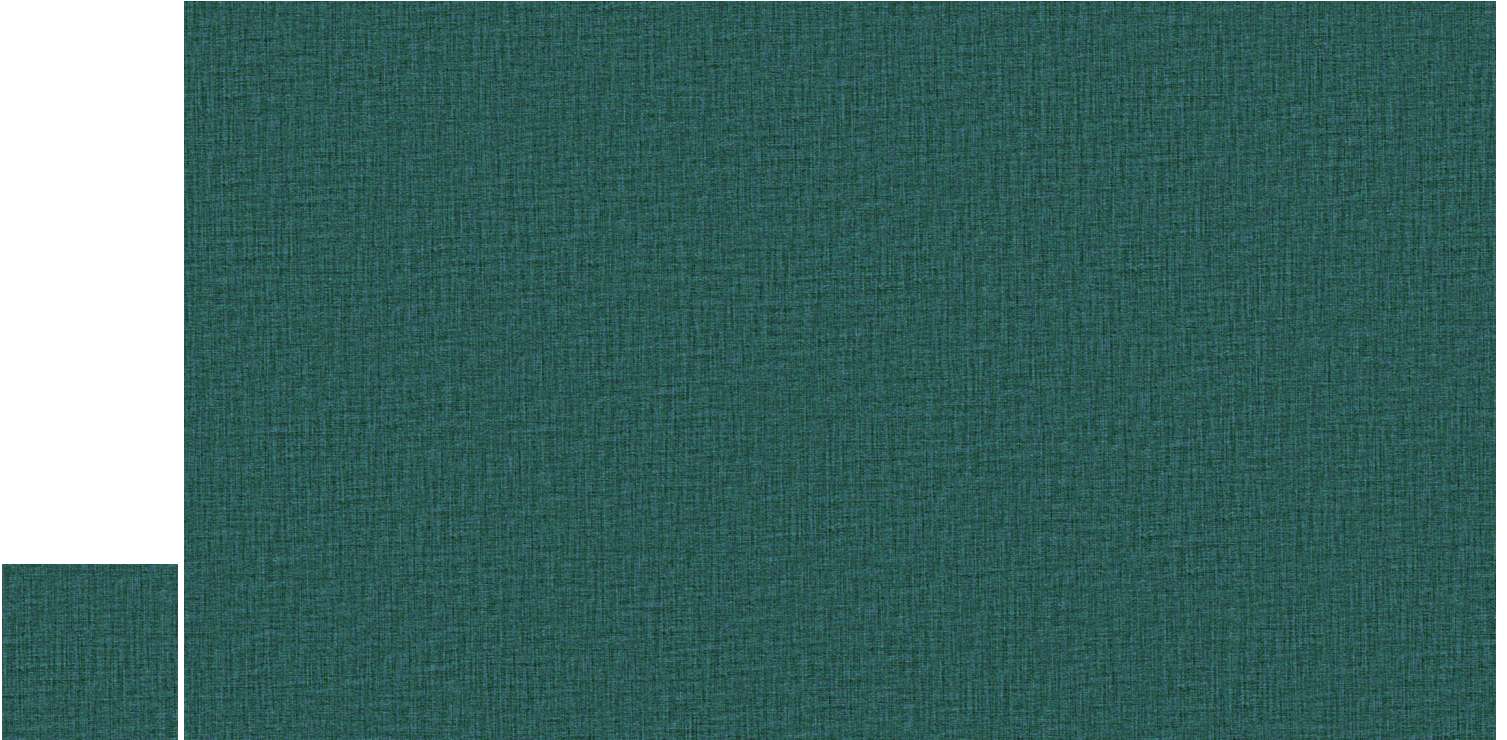
**our result: 3 texture fetches**  
0.11ms at 1920×1080 on an NVIDIA 980GTX





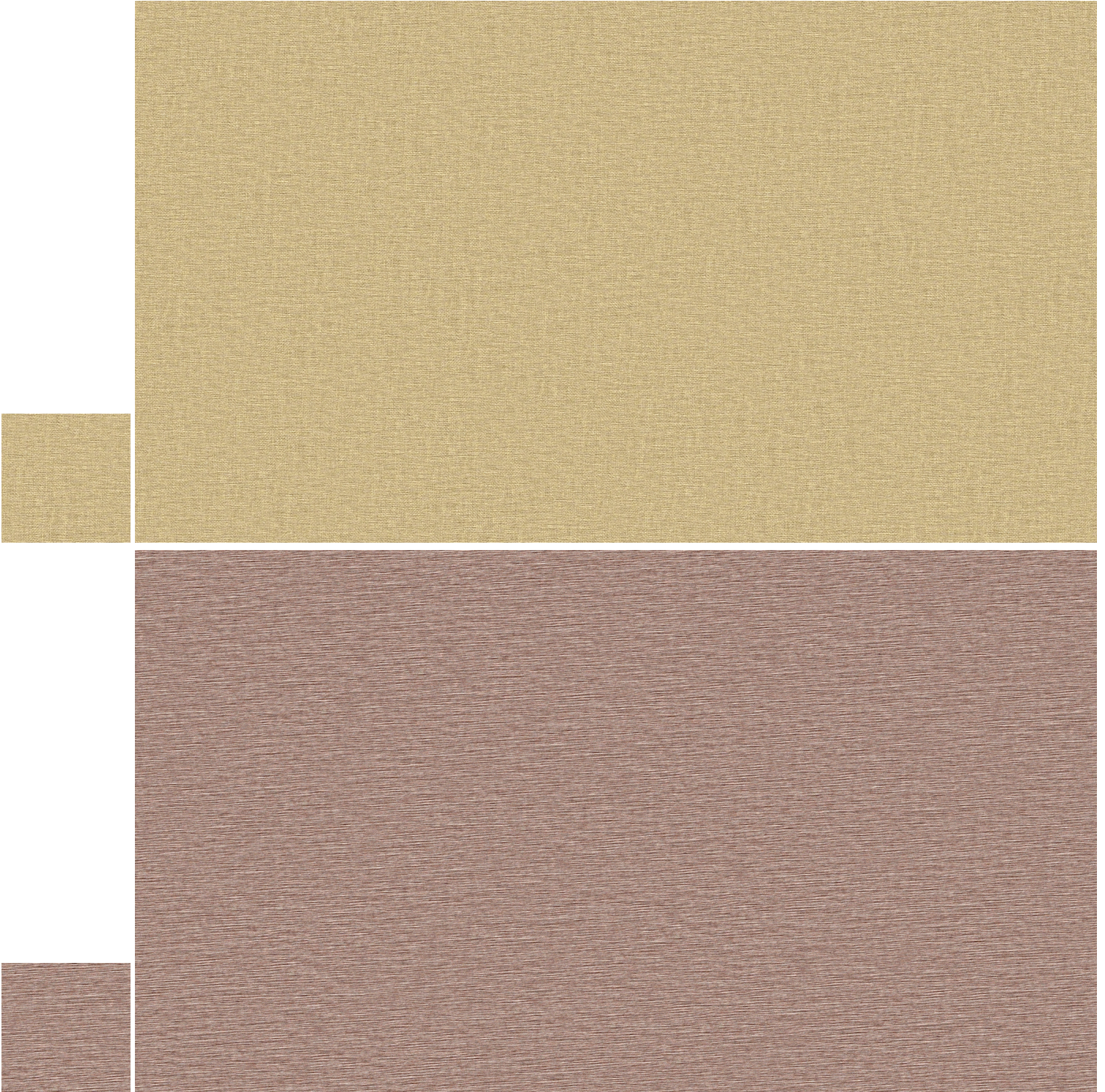
**input**  
256 × 256

**our result: 3 texture fetches**  
0.11ms at 1920×1080 on an NVIDIA 980GTX



**input**  
256 × 256

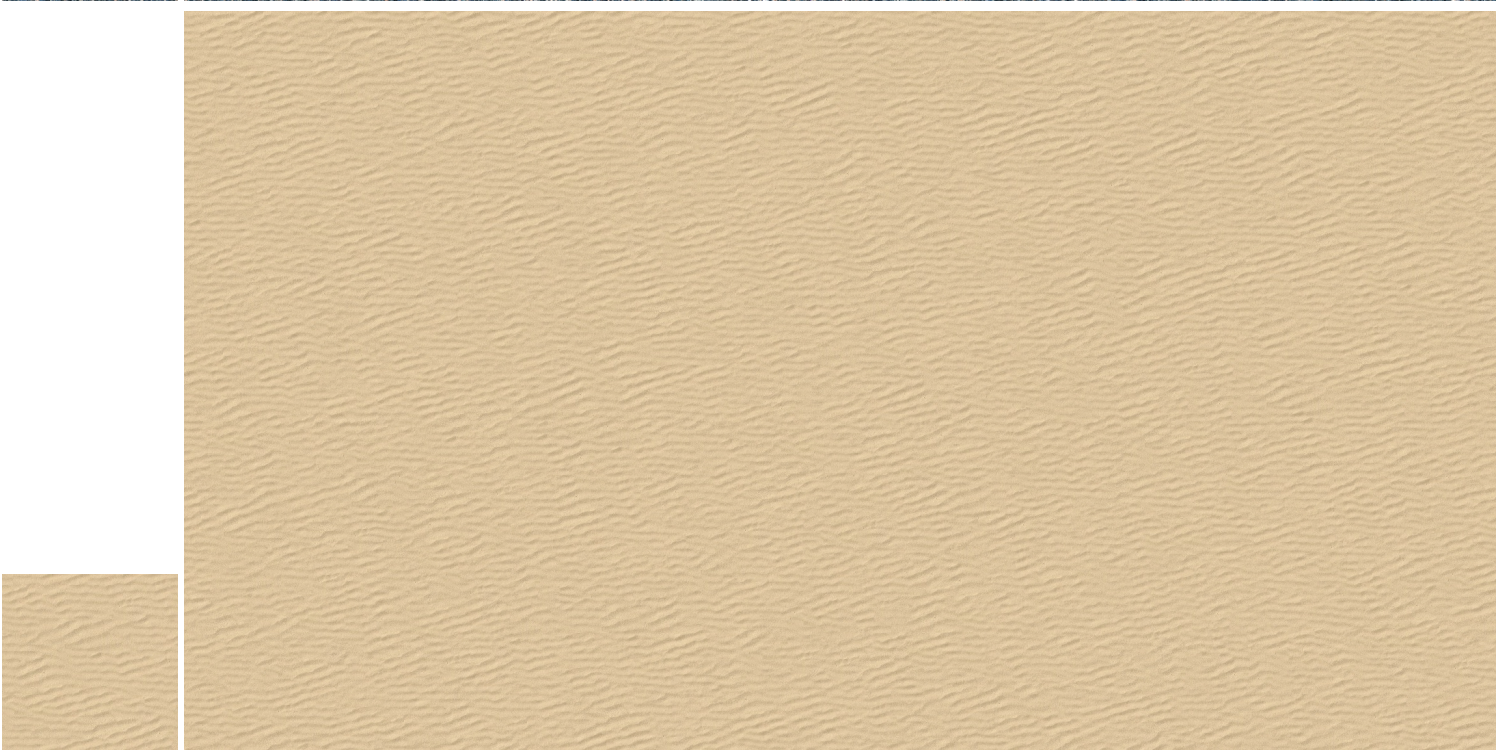
**our result: 3 texture fetches**  
0.11ms at 1920×1080 on an NVIDIA 980GTX



## 2 Non-Random-Phase Noise

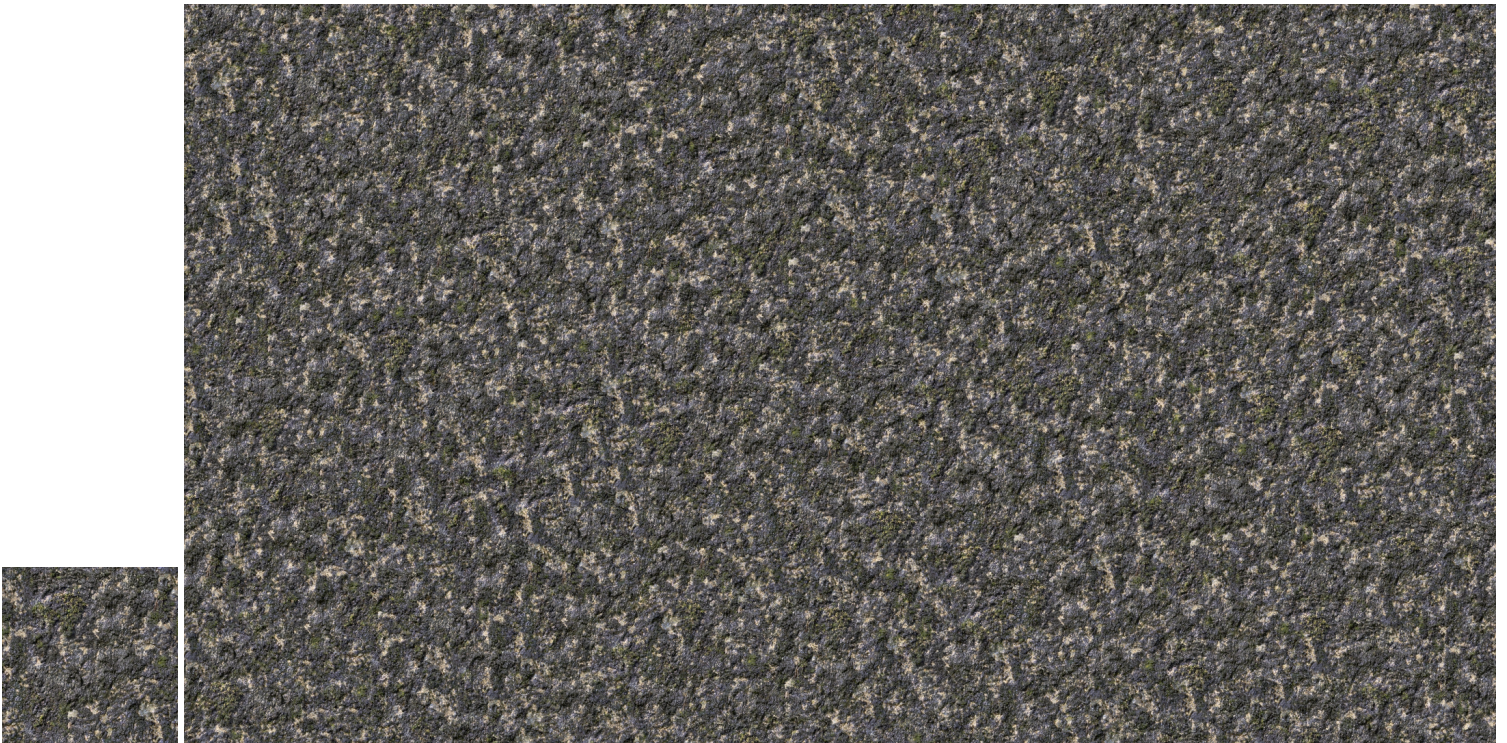
**input**  
256 × 256

**our result: 4 texture fetches**  
0.29ms at 1920×1080 on an NVIDIA 980GTX



**input**  
256 × 256

**our result: 4 texture fetches**  
0.29ms at 1920×1080 on an NVIDIA 980GTX



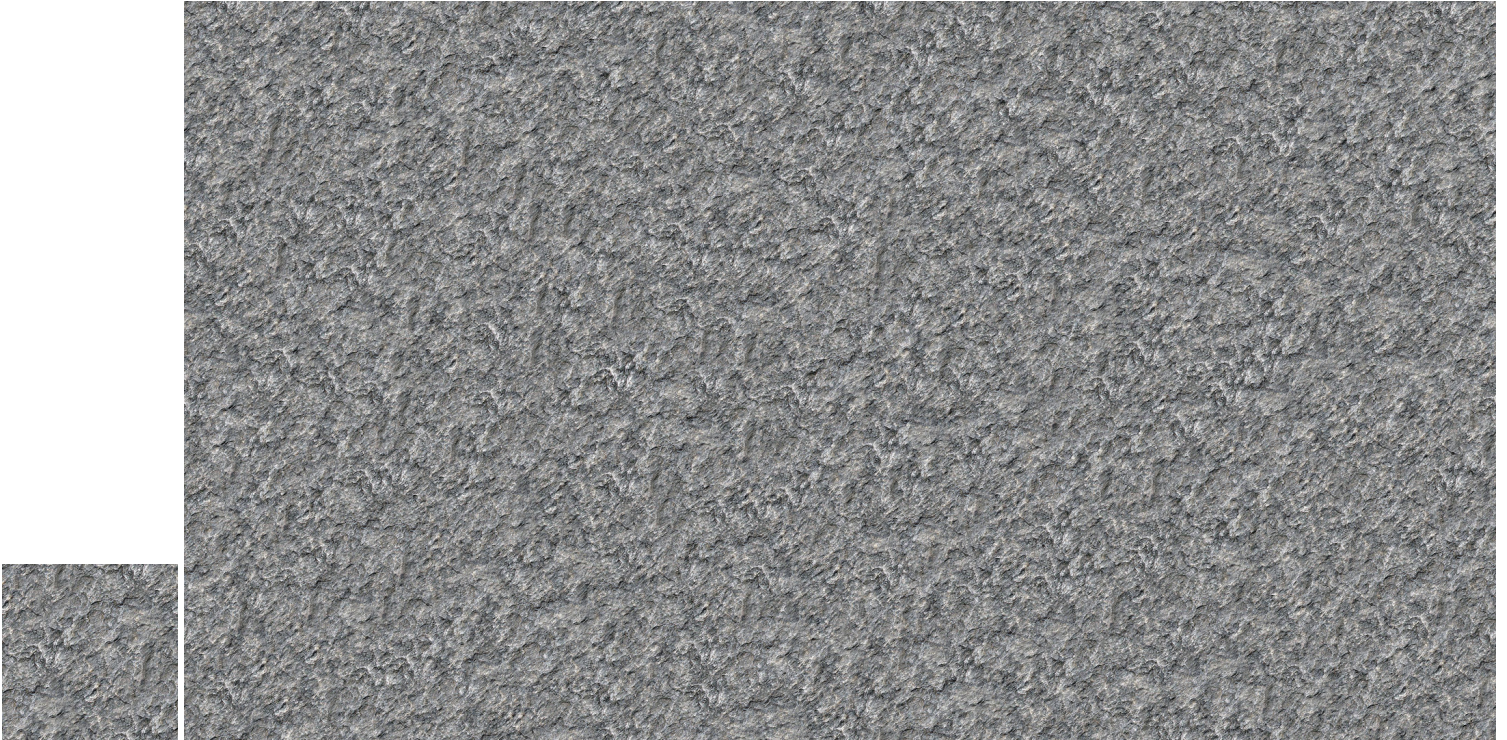
**input**  
256 × 256

**our result: 4 texture fetches**  
0.29ms at 1920×1080 on an NVIDIA 980GTX



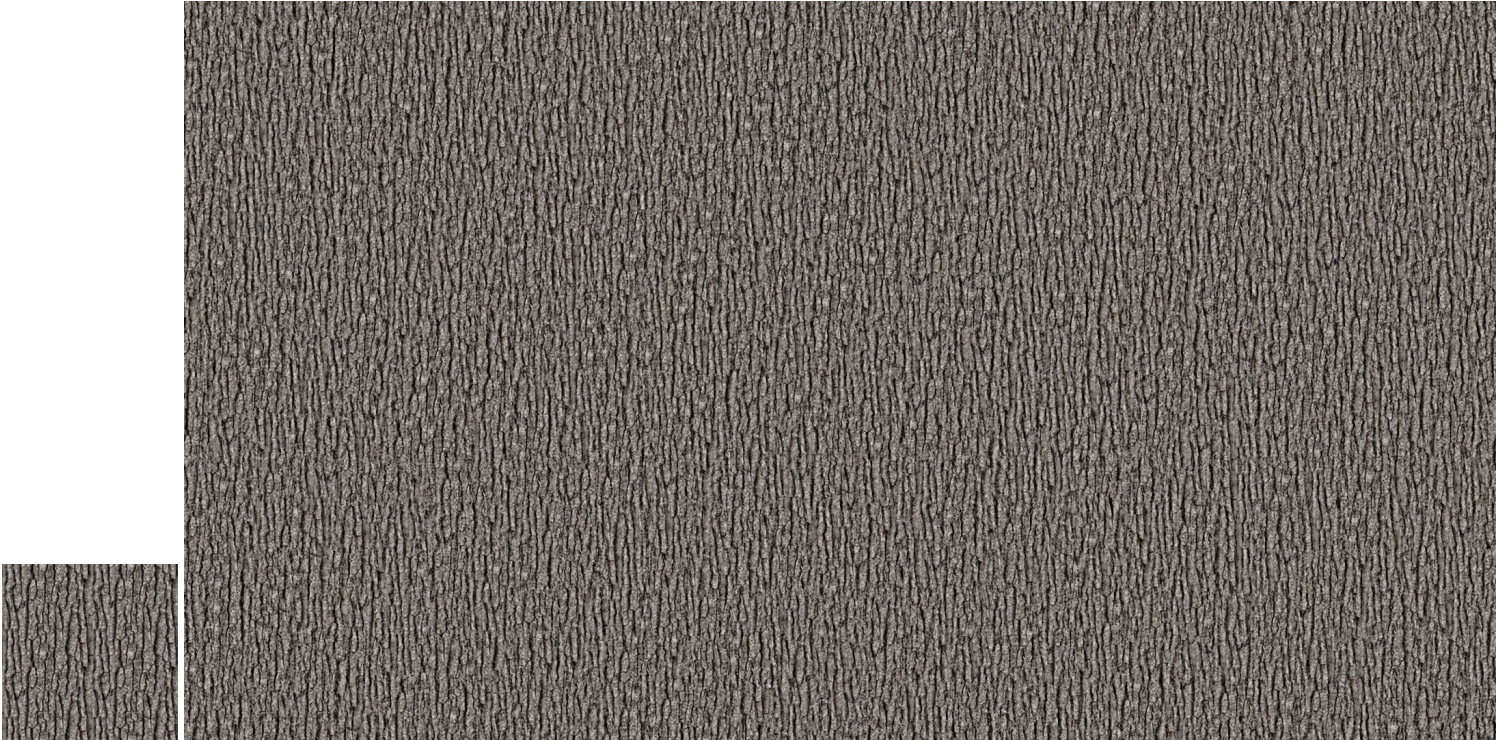
**input**  
256 × 256

**our result: 4 texture fetches**  
0.29ms at 1920×1080 on an NVIDIA 980GTX



**input**  
256 × 256

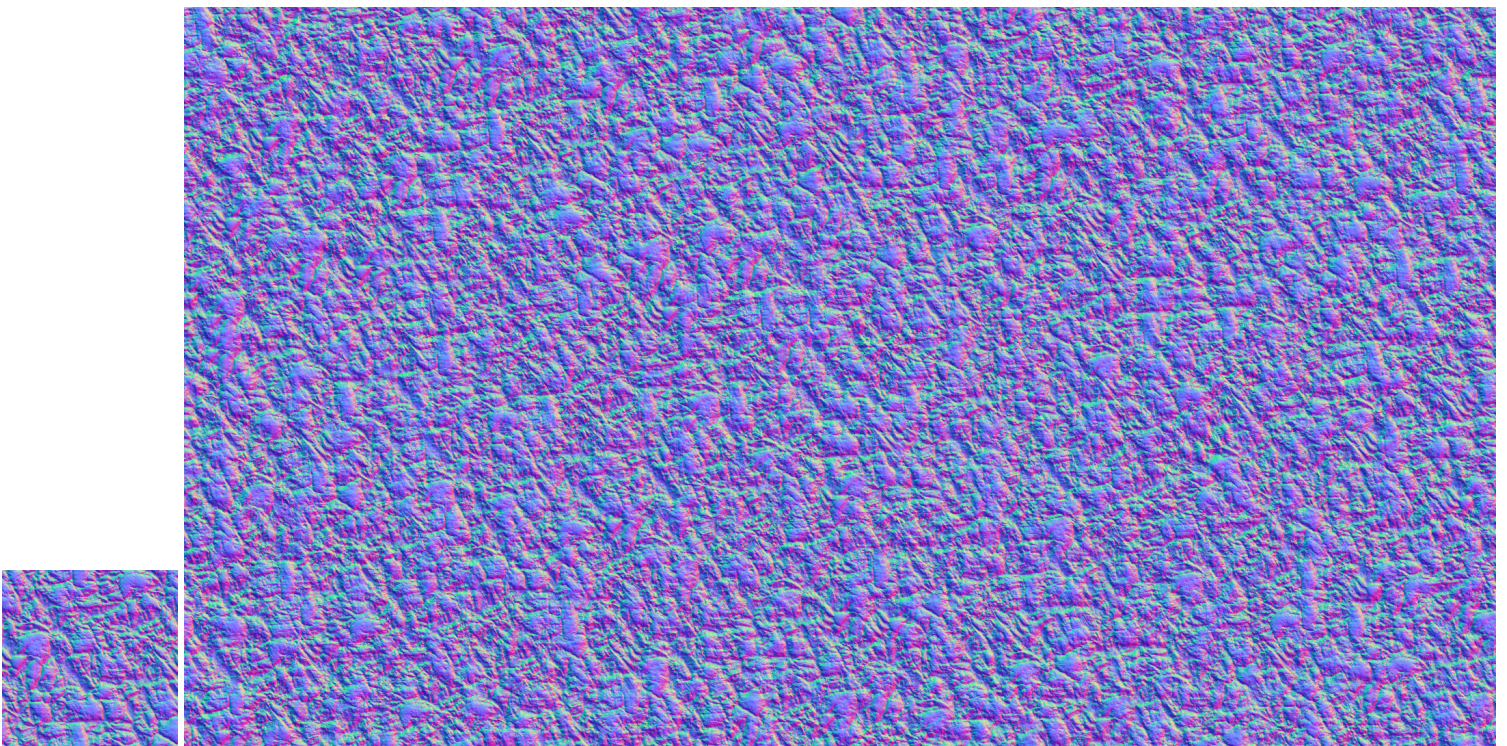
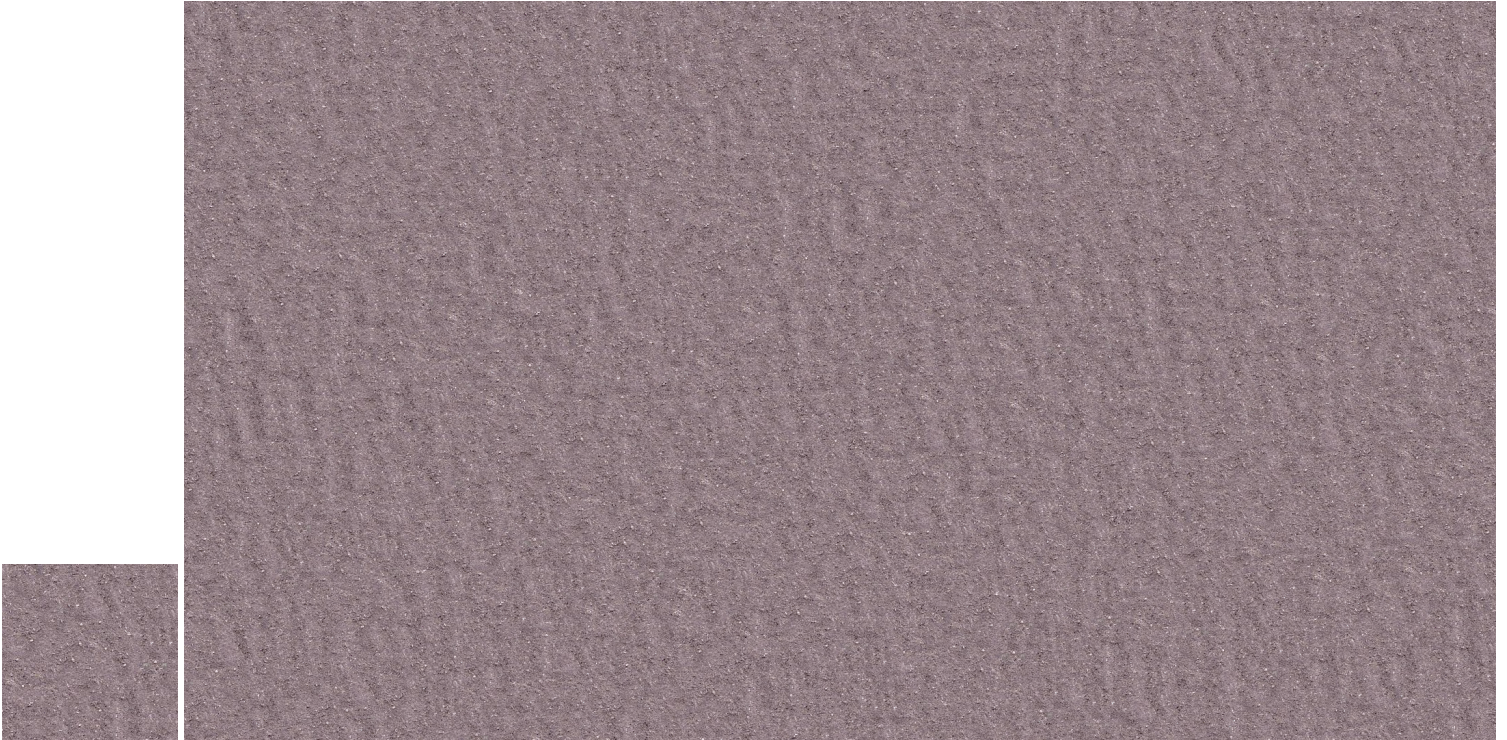
**our result: 4 texture fetches**  
0.29ms at 1920×1080 on an NVIDIA 980GTX





**input**  
256 × 256

**our result: 4 texture fetches**  
0.29ms at 1920×1080 on an NVIDIA 980GTX



**input**  
256 × 256

**our result: 4 texture fetches**  
0.29ms at 1920×1080 on an NVIDIA 980GTX

