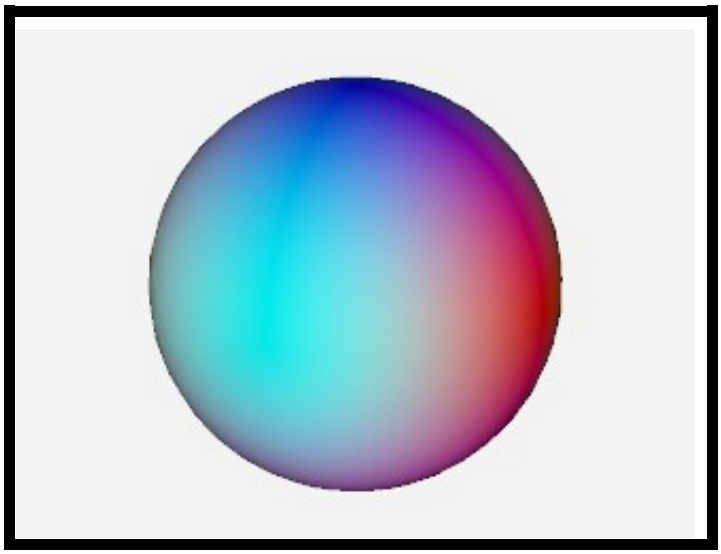
angular.itx

Type : Color



This texture blends the "color" attribute to specified values in the 6 axis directions: −X,+X,−Y,+Y,−Z,+Z (−X is the original object color). The blending is based on the direction from the texture axis to the "hit point" on the object.

REQUESTER TABS

- ***Color***
  Set the color of Angular itx