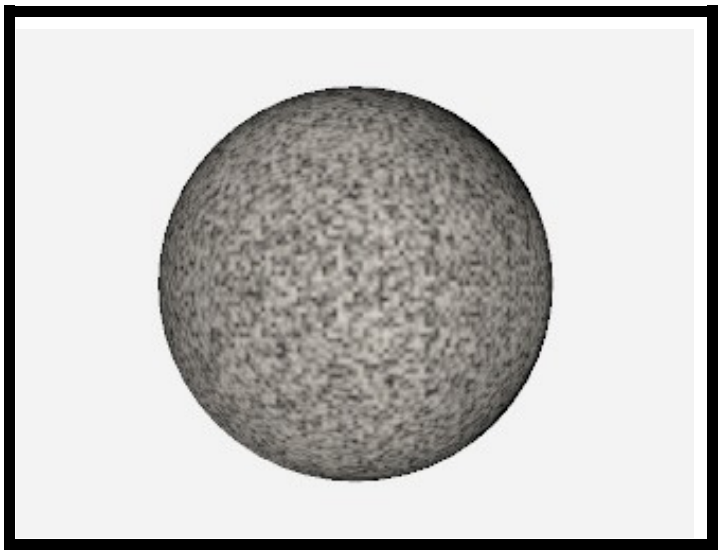
antique.itx



Type: Color, Reflect, Filter.

The idea behind Antique is this: I wanted to take an object with an altitude brush map on it and make it look like it had gotten dirty (or antiqued) in the non−raised parts. This texture does this by keying off the red color already applied on an object, and this combined with a noise function helps in the dirtying up effect. To get this texture to work, first apply a brush as an altitude map and then as a color map. Now apply Antique (this texture) to the object and set the color, reflect, and filter values to the attributes you want (also set the specularity and hardness in the object attributes). When rendered, the color brush will be replaced with the colors you set in the requester, and the low parts of the altitude map should be pushed towards black. Try this with the attributes of brass or copper in the requester and do a full trace with some objects to reflect − it's very effective.

REQUESTER TABS

- ***Color***
  These parameters, Color, Reflect, Filter, set the attributes which will be applied to the object in place of the colors already on it. This is not the ttributes of the antiquing itself. The antiquing will be these attributes pushed to wards black with no reflectance. Using negative values in any of these will tell the texture not to modify this particular attribute.
- ***Size***
- ***Noise***
  Magnitude and Velocity: These parameters add some noise to the application of the antiquing. The only way to turn off the effect of the noise is to set the Magnitude value to 0.0. Note: (1,25) is a good noise mag/vel pair.