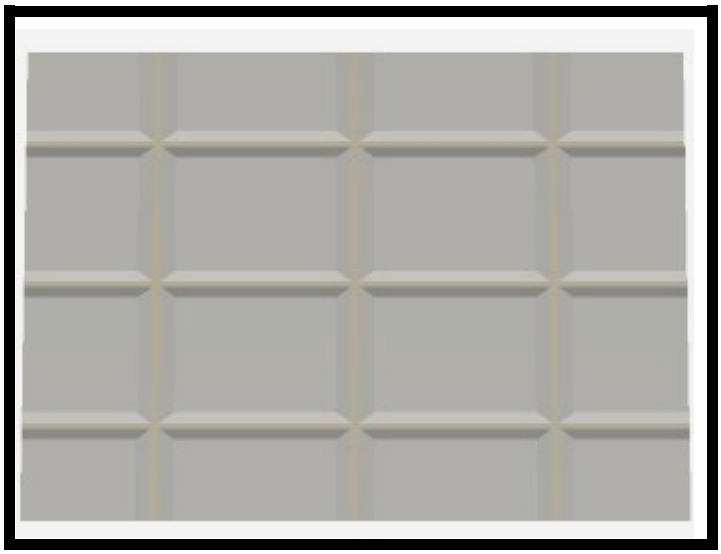
bathtile.itx



Type : Color, Bump.

This texture applies itself only on an X−Y plane (the texture's Z axis must becoming out of the planes surface for it to be effective). The texture allows you to control the spacing between tiles, the width of the flat area between tiles, you can stagger the tiles like bricks, and you can apply the tile texture in a checkerboard pattern. The texture also allows you to color the grout, but you can turn the grout coloring off by setting any of the color params to a negative number.
Note: The bevel width and grout width parameters are based on a 1.0 x 1.0 tile size (regardless of the X and Y size settings). experimentation is the best way to find out how these work. For example, a bevel width of .25 and grout width of 0.0 will give no flat spots between the tiles and the bevel will reach 1/4th of the way across the tile's face.

REQUESTER TABS

- ***Color***
  Grout Color: This values will tell the texture what color to make the spaces between the tiles. A negative number in any of these parameters will turn off the addition of color.
- ***Size***
  These parameters are used to scale the tile. By setting these to non−equal numbers, you can get tiles that are shaped more like bricks.
  Bevel Width: This parameter represents what fractional part of the tile surface will be beveled. Bevel Slope Adjust: This adjusts the apparent steepness of the bevel on the tile.
  Slope Adjust:
  Grout Width: Grout width represents the width (again as a fraction of the tile size) of the spaces between the tiles.
- ***Controls***
  Stagger Adjust: This parameter will stagger every other row of tile by some fractional part of the tile width. A value of 0.5 will stagger the tiles so that they are stacked like bricks.
  Smoothing: This parameter controls the shape of the bevels. Setting it to 1.0 will smooth the tile's bevels.
  Checks Enabled: A check in this box will turn off the texture over every other tile so that the tiles get applied in a checker−board pattern.