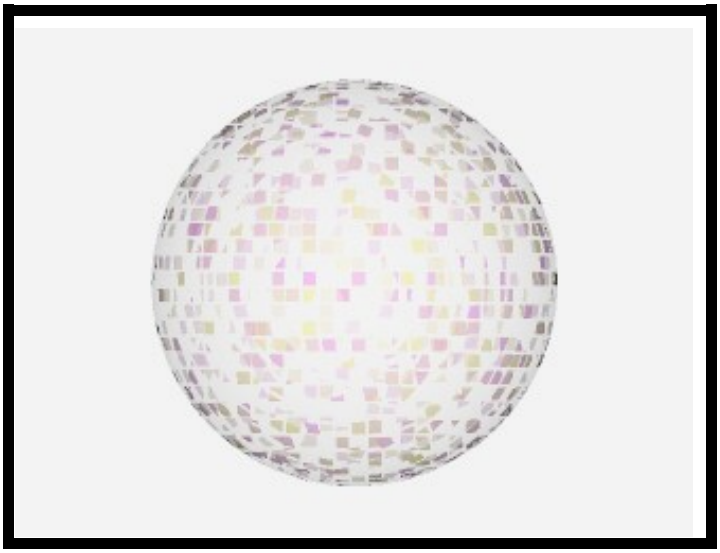
beamup.itx

Type : Color, Filter.



This texture does something similar to Star Trek's beam−out sequence. During the animation of this texture, as an object starts to fade out, it turns into a bunch of colored particles that swirl across the objects surface, blinking on and off, and eventually fading out. The particles' color range, size, density, and spacing can all be adjusted from within the requester.

REQUESTER TABS

- ***Color***
  Colors 1 and 2: These set the color range for the particles.
- ***Size***
  - ♦ Min/Max Spacing: These parameters set up a range for setting spacing between the particles.
  - ♦ Particle Size: This controls the sizes of the swirling particles.
- ***Animate***
  - ♦ Dist Traveled: This is the animation tween position parameter that controls at which point the animation is in the tween. This is the parameter that has to be morphed to make this texture animate − morph it from 0.0 to 1.0.
  - ♦ Fraction 'On': This parameter controls what fraction of the total number of possible fractions will be on. Setting it to 1.0 will turn 'on' all the particles, and there will be no spaces where particles are turned off.
  - ♦ End Bright:
  - ♦ Particle Rotations: During the animation of this texture, the particles will appear to rotate around the texture axis − This parameter lets you set the number of times the particles will go all the way around the object.
  - ♦ End Filter: This parameter lets you set how filtered you want the entire object to be at the end of the morph.

  Note: While doing the texture/attribute morph, make sure there is no specularity or hardness on an invisible object.