blast.itx

Type : Color, Reflect, Filter.



Blast is was created to do burn/blast marks from things like bullets or phasors. In this texture, the texture axis' bounding box actually bounds the area of effect of this texture. The blast is made of three colors, one that dominates the center of the blast and two that make up the lines that emanate from that central point.

REQUESTER TABS

- ***Color***
  - ♦ Radial Lines 1 and 2: These parameters set the colors of the lines that will be mixes and radiating out from the center of the texture.
  - ♦ Central Color: This is color that will dominate the center of the blast.
- ***Size***
  - ♦ Radial Lines(2,4,8..): This adjustment lets you control the number of rays that radiate out from the center of the blast.
  - ♦ Radial Variance: This parameter controls how much the length varies between radial blast lines. Setting it to zero will make all the radial lines the same length.
- ***Noise***

  The Magnitude and Velocity parameters allow you to control the scattering of the color and the variance of the shape of the blast area.
  - ♦ Filter Adjust (0..1): This lets you set the transparency of the blast area. It can be used to do something like punching ragged looking holes in objects