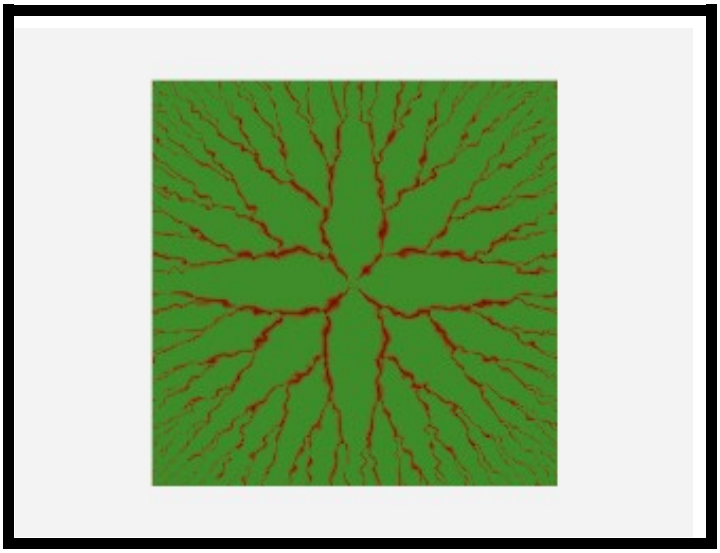
bmpbrnch.itx

Type : Color, Reflect, Filter, Bump.



BmpBrnch is a texture that draws soft−edged and bumped vein−like patterns that branch out from the center of the texture. This texture is related to Branches.itx and DancSprk.itx. The thickness of the branches is adjustable, a noise function can be used to make the texture less regular, and the color, filter, and reflect values can be set for the branches themselves.
Note: apply this to a fully filtered, bright disk, set the texture colors to something bright, the filter to (0.0, 0.0, 0.0), and add a bit of noise to make something that looks like plasma sparks

REQUESTER TABS

- ***Color***
  - ♦ Branch Color/Reflect/Filter: These parameters set the attributes of the branches.
- ***Size***
  - ♦ Branches (2,4,8...): This parameter controls how many branches emanate from the center of the texture.
  - ♦ Branch Width (0..1): Branch Width adjusts how wide the branches are. Setting this to 1.0 will leave almost no spaces between the branches.
  - ♦ Bump Adjust (−1..1): This adjusts the apparent height/depth of the branches. Turning the coloring off and using this makes things that look like veins.
- ***Noise***
  - ♦ Noise 1 and 2: These parameters will change the pattern and shape of the branches. Setting them to 0,0,0,0 will give you an idea of the base pattern, and then adding in the noise will break up, scatter and twist the pattern