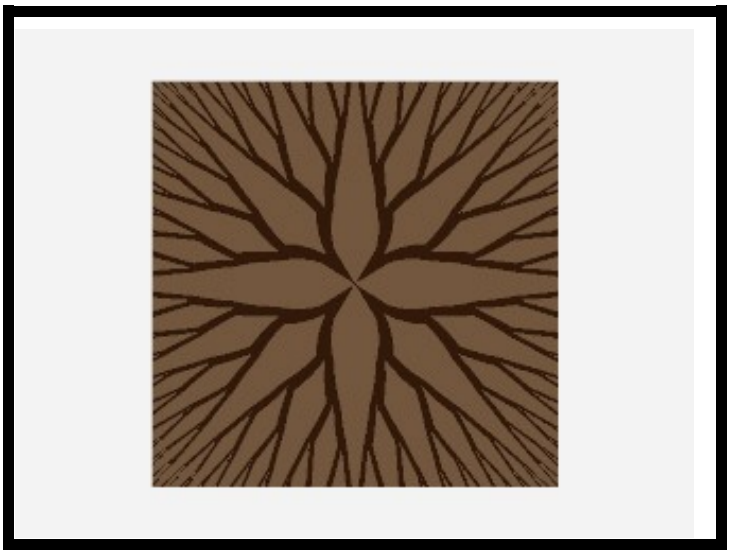
branches.itx



Type : Color, Reflect, Filter.

Branches draws hard−edged vein−like patterns that branch out from the center of the texture. The texture can be used to do the branches of a tree by applying it to a fully filtered disk. This way, you can build trees that look good as background objects without needing the number of triangles necessary to build actual tree objects. Branches is related to BmpBrnch.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. This texture's size and position are controlled by changing the texture axis.

REQUESTER TABS

- ***Color***
  - ♦ Branch Clr/Ref/Flt: 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. Any Value can be used, but by using powers of 2, the branches stay intact across quadrant boundaries.
  - ♦ 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. Small values in here look best for tree−like branches.
- ***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.