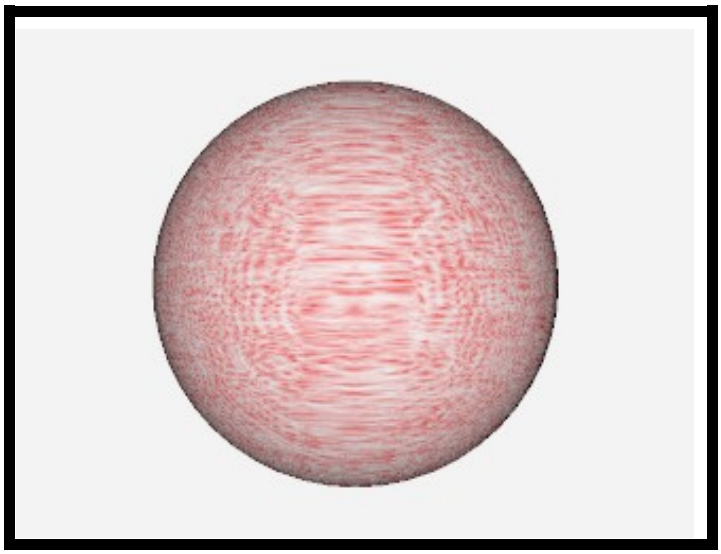
brushed.itx

Type : Color, Bump.



The Brushed texture tries to simulate the texture of a brushed aluminum. The texture allows you to change the size of the surface scratches, and to add color to the scratches for a more dirtied up look. This textures also has a user definable noise function, clipping values, and a dispersion parameter that can be used to alter the look of the brush.

REQUESTER TABS

- ***Color***
  - ♦ Bump Color: This color is applied to the center of the scratches and feathers out.
  - ♦ Color Clip (0..1.73): This determines how far the coloring feathers out.
  - ♦ Dispersion (0..1): Dispersion is used to turn off (or on) some fraction of the scratches. A value of .5 tells the texture to only apply 50% of the scratches it is capable of.
- ***Size***
  - ♦ X, Y, and Z Size: These parameters are used to adjust the size and shape of the individual scratches.
  - ♦ Bump Size: The Bump Adjust sets the apparent depth of the scratches.
- ***Controls***
  - ♦ Top/Bottom Clip: The top clip can be used to flatten out the centers of the scratches. The bottom clip, by changing the outer size of the scratches, change the spacing between scratches.
- ***Noise***
  - ♦ Noise 1 and 2: This noise function mainly effects the placement and distribution of the scratches.