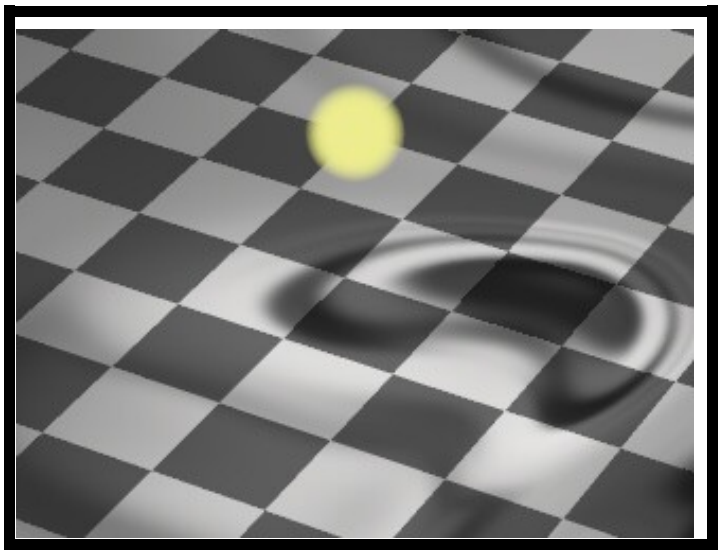
caustic.itx

Type : Lighting Texture



This textures should be applied to a light source and used as shadow casting in full trace. It will give the effect of passing your light through another object, like water or the like. Moving the light away from your object will greatly affect the texture. Play with this one a little to get a good feel for the effect.

REQUESTER TABS

- ***Color***
  - ♦ Travel Magnitude: How much of the effect will disperse itself over your object..
  - ♦ Distance to Travel: In animation's, this is used to make a non repeating animation. A setting to one should make the effect look somewhat random.
  - ♦ Size Adjust: Use this to adjust the general shape of the texture. Remember, that moving the light away will also change the shape and size of the texture.
- ***Noise***
  - ♦ Magnitude and Velocity 1 2: This will give a randomness to the aberration that the texture creates.