clrnoiz2.itx



Type : Color, Reflect, Filter.

This texture applies random colors to an object with a little bit of control and a threshold value for applying it like a random growth on the object. This texture is scaleable in each texture axes independently, and you set a base color for the random application. There are several "Vary" parameters that take the texture color and the Ref/Filt values from the original object and vary them by the percentage entered. For example, if the texture color is set to white (255, 255, 255), and you set the red/green/blue vary values to 0.5, 0.0, and 0.0, the green and blue colors in the texture will stay fixed at 255 each (full on), and the red color will vary from 255 to 0.5 of 255 (about 127). This way, the texture will apply itself as colors varying from full white to a bright, light cyan. The "Noise Threshold" is used to turn the texture off in random wandering areas on the surface of the object. All parameters except the sizing and color setting parameters are to be set between 0.0 and 1.0. Negative values in the color params will turn off the color part of the texture so you can just mess with the filter/reflect values.

REQUESTER TABS

- ***Color***
  - ♦ Color 1, 2, 3 This is the setting for the base color of this texture.
- ***Size***
  - ♦ X, Y, and Z Size: These parameters allow you to adjust the size and approximate shape of the color patches applied by this texture. Scaling them together will adjust the size of the patches, scaling only in one axis will stretch the shape of the patches.
- ***Noise***
  - ♦ Use these Magnitude and Velocity parameters to vary the texture.