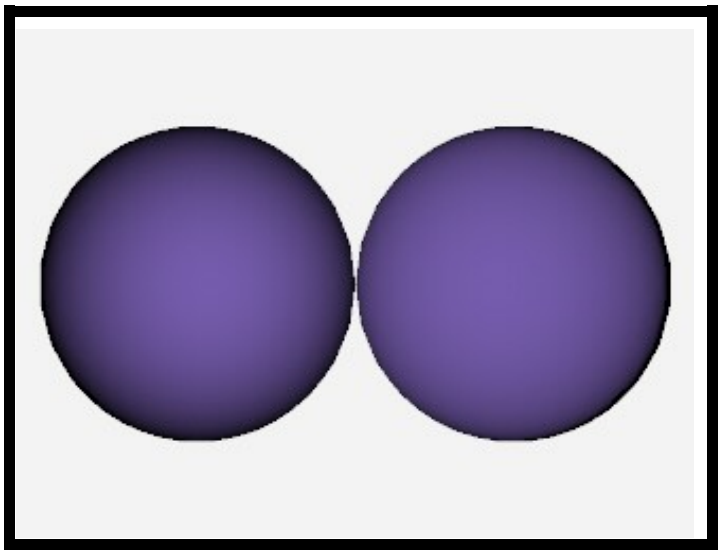
cndyapp.itx

Type : Color.



This texture applies a candy apply type of finish to an object. The way it works is that as the angle between the incident light ray and the surface normal gets bigger (as the surface starts to point away from the camera), the value of the object color gets pushed closer to black. The effect is subtle, but it adds a warm tone to the object.

REQUESTER TABS

There are no adjustable values in this.