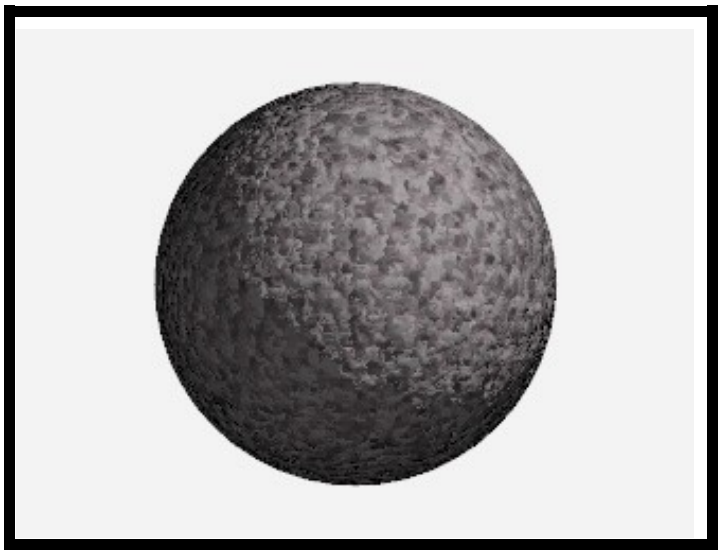
concret.itx



Type : Color, Bump.

This texture does something that looks a lot like concrete. It interleave three separate bump maps and maps a blended color pattern with the object's color. The texture has three separate colors (one for each bump map) that combine with the colors already on the object to give you a blend of four. The apparent bump height/depth can be turned off to give a color only effect, or, the colors can be shut off for a bump only texture.

REQUESTER TABS

- ***Color***
  - ♦ Colors 1, 2, and 3: These are the colors that you can set for the three bump maps. Remember that these colors are combined with the colors already on the object.
- ***Size***
  - ♦ X, Y, and Z Size: These parameters are used to set the size and to control the shape of the general "grain" of the concrete.
- ***Controls***
  - ♦ Bump Adjust (−1..1): The parameter adjusts the apparent height/depth of the bumps on the object.
- ***Noise***
  - ♦ Noise: This Noise can be used to more or less break up and mix the three separate bump maps.