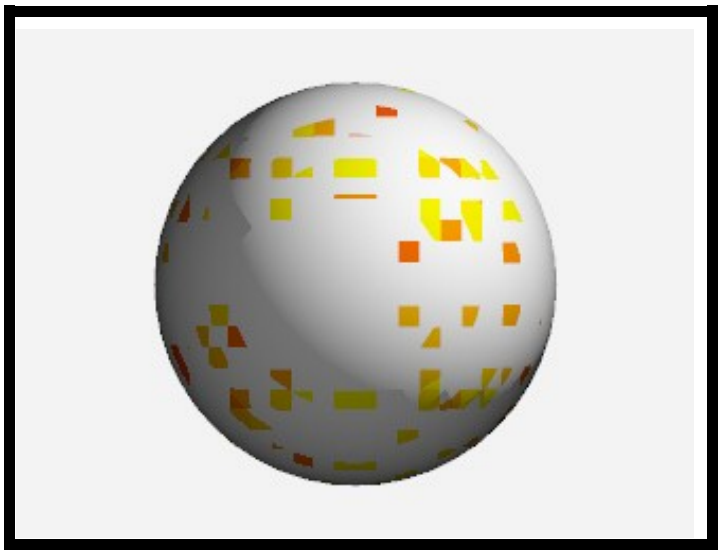
confett.itx



Type : Color, Reflect, Filter.

This texture applies a confetti like scattering of colored particles on the surface of the object. The parameters allow you to set 2 color values − all confetti bits will be of a color between those 2 colors. The particle shapes are cubes in the XYZ space of the texture axis − by rotating the texture axis, you will get different slices of the particles showing up on the surface of your object. The particles also have filter and reflect values that can be set. This way, you can put opaque particles on a glass object, or clear holes on an opaque object, etc. The parameters, V1 and V2, set up the density of the particles. V1 must be less than V2, and if V1 is near V2, the particles will be fewer and farther between.

REQUESTER TABS

- ***Color***
  - ♦ Color 1 and Color 2: These two colors set up the range of colors that the particles can have. If you set one to red and one to yellow, you will get particles that vary in color from yellow to red (mostly orange). If you want all the particles to be the same color, set both of these to the same colors. Setting any of these values to negative will tell the texture to take this color (1 or 2) from the color already on the object.
  - ♦ Filter: Filter sets the transparency colors for the particles. Any negative values will tell the texture to not modify the filter value already on the object.
  - ♦ Reflect: Reflect sets the reflection colors for the particles. Any negative values will tell the texture to not modify the reflect value already on the object.
- ***Controls***
  - ♦ V1, and V2: These parameters are set to turn a range of confetti particles on or off. The size of the range between V1 and V2 determines how much of the original surface is covered by particles, and the starting and ending values determine which of the particles are turned "on".