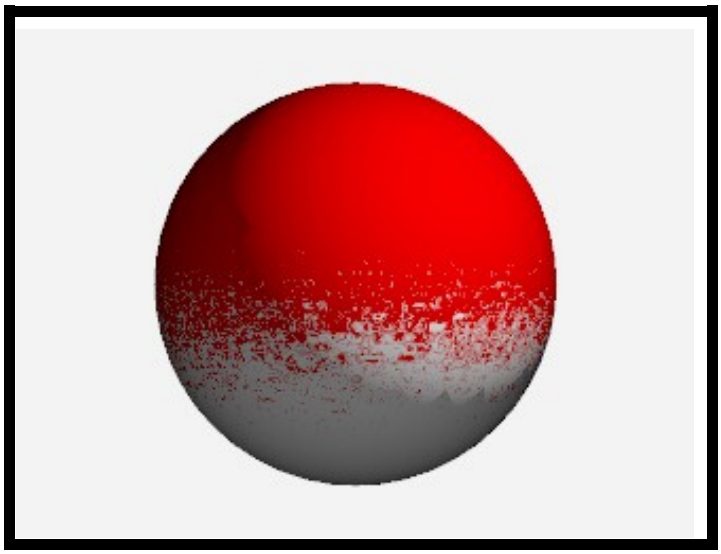
coolfir.itx



Type : Color, Reflect, Filter.

This texture is similar to the old Linear texture in that it does a color fade long the Z axis from the object color at the bottom (negative Z) to the texture color at the top (positive Z). This difference between this texture and linear is that this one is scaled and moved by moving the texture axis and this texture also has a noise function that lets you alter the fade from a smooth color change to something that looks like a poor spraypaint job to something more like whispy, curly fire.

REQUESTER TABS

- ***Color***
  - ♦ Color/Filter/Reflect: These are used to set the attributes of the positive Z part of this texture. Negative values will turn off the application of any particular attribute.
- ***Controls***
  - ♦ Noise Magnitude and Velocity: This noise function disturbs the transition area of the texture. The magnitude parameter sets how much to disturb it, and the velocity tells the noise function whether the disturbance is fast and jerky, or slow and sweeping.