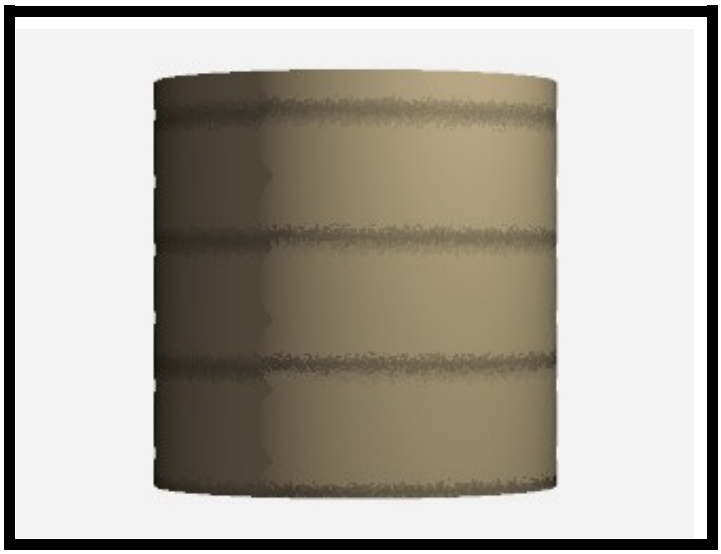
cracks.itx

Type : Color, Reflect, Filter, Bump.



This texture was written to simplify the building of pillars made of stacked blocks. The texture offers a variety of shapes/coloring patterns and a noise function for doing anything where you may need a repeating series of bumps/stripes. The texture axis determines the width of the repeating pattern, and the Fract Colored parameter allows adjustment of crack thickness. The texture should apply well to a primitive tube to give the pillar look.

REQUESTER TABS

- ***Color***
  - ♦ Crack Color: These set the color attributes of the areas within the cracks.
  - ♦ Fract Colored (0..1): Fraction Colored sets what fraction of the texture axis bounding box in Z is actually part of a "crack".
- ***Controls***
  - ♦ Bump Adjust: This parameter controls the apparent height/depth of the cracks and the bumping that gets added by the noise.
  - ♦ Bump Smoothing(1..0): This parameter can be used to change the shape of the cracks.
  - ♦ Colr Intensity(0..1): This parameter sets how much of the attributes on the object show through the texture's color application.
  - ♦ Colr Smoothing(0..1): This parameter lets you change the pattern of how the color is applied from hard edged to feathered on the edges.
  - ♦ Filter/Reflect Adjust: These set the reflectance and filter attributes of the areas within the cracks.
- ***Noise***
  - ♦ Noise 1 and 2: These parameters will change the pattern and shape of the "cracks". Setting them to 0,0,0,0 gives cracks that are just straight lines with no variance within the cracks themselves. Adding in the noise will break up and scatter the pattern of the "cracks" making the cracks follow less regular shapes and may also make the interior of the cracks look for irregular.