crumple.itx

Type : Color, Reflect, Bump.



This texture sort of does the used−tinfoil/crumpled−and−flattened−back−out−paper−bag look. Crumpled is scaleable in each axis independently, and can modify the smoothness of the surface, or just add color, or both. Just adding color does something that looks like the canals of Mars, and using the bump adjustment will make the surface appear crumpled, like wrinkled metal. There is a clipping function that lets you flatten out the tops of the creases or the bottoms of the 'crumples'.

REQUESTER TABS

- ***Color***
  - ♦ Bump Color: The center of the crumples can be changed here. The default comes in making the centers black. You can turn off the crumple coloring by setting any of these color parameters to a negative number. By adding color to an object, this texture automatically reduces the reflectivity in the areas where color is applied.
  - ♦ Color Clip: Color Clip sets how much of the crumple is to be colored. A smaller value will color only the centers, whereas a larger number will cause the colors to combine between crumples.
- ***Size***
  - ♦ X, Y, and Z Size: These are the scaling parameters. They can be used to scale the entire texture, or the texture can be squashed or stretched by scaling each direction independently.
- ***Controls***
  - ♦ Bump Adj: This adjusts how deep the crumples look (or how high if set to a positive number). Setting it to 0.0 turns off the bump mapping part of this texture.
  - ♦ Top/Bottom Clip: These can be use to flatten out the bottoms/tops of the crumples.
  - ♦ Dispersion: This value can be used to shut off some of the crumples.
- ***Noise***
  - ♦ Noise 1 and 2: These are the two noise functions. The magnitude value adjusts how much to alter the shapes (a lot, or a little), and the velocity value adjusts weather the noise is applied in a fast and jerky or slow and gradual manner.