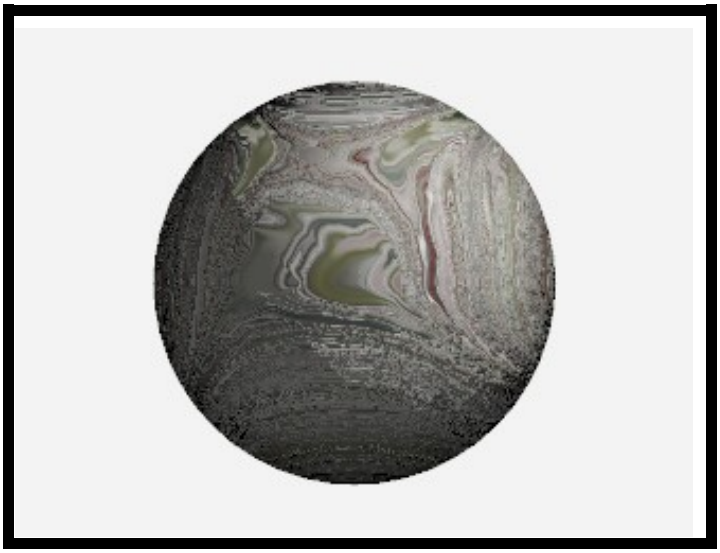
crusty.itx

Type : color , bump



This texture applies a messy random pattern over the object. It creates a swirling pattern and can be controlled by you. You might use it for planets or maybe some marbling shapes. The texture is like running a pencil around in a paint can full of the three colors you choose. At least before you mix them all up together.
Use it for great looking planets. Just set the three colors kind of close and adjust the noise levels for land masses or craterious looks.

REQUESTER TABS

- ***Color***
  - ♦ Color 1,2,3: You can select the three colors that the texture will use. The texture will also use the base color of the object to fill in the pattern.
- ***Size***
  - ♦ X−Y−Z Size: This is how big the pattern is. It also effect the swirl patterns size.
- ***Controls***
  - ♦ Bump Adjust: The apparent bumpiness of the texture. This will make an actual shape change, but rather the appearance of a bumpy pattern.
- ***Noise***
  - ♦ The amount of inter−mixing that these color do is controlled in this requester. Increasing the Magnitude and Velocity will affect the blending.