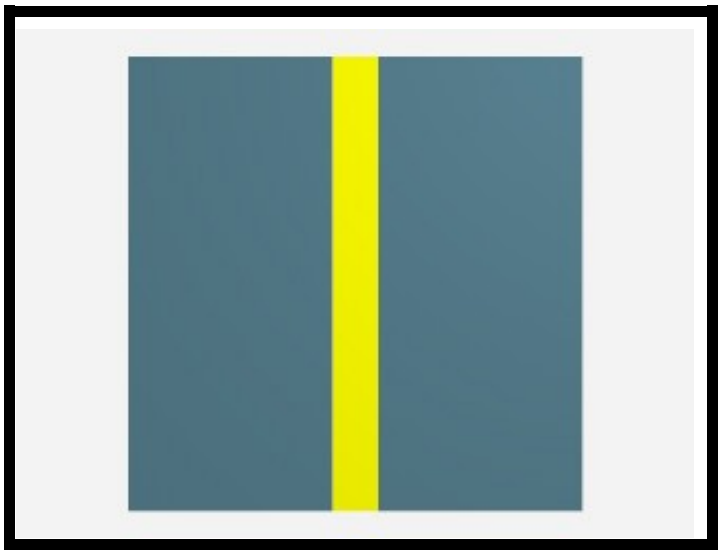
dashlin.itx



Type : Color, Reflect, Filter.

DashLine was written for putting dashed lines in roads/highways. The texture's axis is used to adjust the size of the repeating pattern, and the Fract Colored parameter sets how much of that pattern is to be painted. The texture has 3 noise functions, two that alter the shapes of the dashes, and one (Color Vary) that alters the amount of color applied for a more weathered/flaked look. There is also an Intensity adjustment that is used to apply the texture lightly so that any brushes or textures already on the object can show through the lines. DashLine can be used anytime you need a repeating pattern of stripes with a controllable width.

REQUESTER TABS

- ***Color***
  - ♦ Dash Color: These parameters set the color attributes of the dashes.
  - ♦ Color Vary Vel: The Vary Velocity sets the speed of the noise function used to vary the dash's color.
  - ♦ Fract Colored (0..1): Fraction Colored sets what fraction of the texture axis bounding box in Z is actually part of a "dash".
  - ♦ Filter/Reflect Adjust: These set the reflectance and filter attributes of the dashes.
  - ♦ Color Vary (0..1): This parameter uses a noise function to vary the intensity of the color application of the dashes.
- ***Controls***
  - ♦ Dash Intensity(0..1): This parameter sets how much of the attributes on the object show through the texture's color application
- ***Noise***
  - ♦ Shape Noise 1 and 2: These parameters will change the shape and positioning of the dashes. Setting them to 0,0,0,0 will leave the dashes as rectangular boxes. Adding in the noise will break up and alter the rectangles.