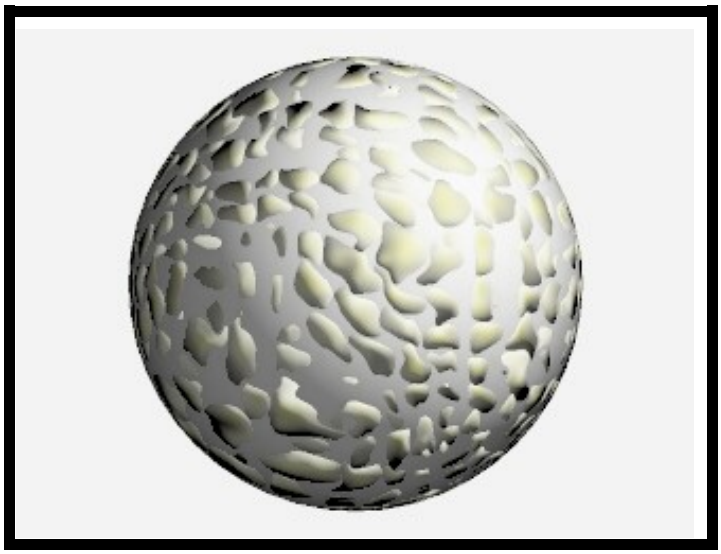
dinoskin.itx



Type : Color, Bump.

Coolnesstivity − This texture is a shot at the scaly / bumpy / wrinkly thing that dinosaur skin does. Dino Skin works in three dimensions, and is scaleable in each axis direction independently. The texture has two noise functions in it, one's for the slow waviness of the skin and the second is for the local randomness of the shape of the bumps. There is an adjustment for the apparent depth of the bumps, an adjustment for flattening out the tops of the bumps and one for flattening out the spaces between the bumps. You can also add a color that only applies itself to the tops of the bumps.
Note: Apply this texture "as is" to an object with a dark−dark green color for a good dino skin.

REQUESTER TABS

- ***Color***
  - ♦ Bump Color Red, Green, and Blue: These set the color that can be applied to the tops of the bumps. A negative value will shut off the bump coloring.
  - ♦ Color Clip: This works like the top/Bottom clip, except it works with the applied bump color. A value of 0.0 will apply no color to the bumps, 1.73 will apply full color at the tops and just fade to the object color at some of the spaces between bumps.
- ***Size***
  - ♦ X, Y, and Z Sizes: These allow you to scale the overall size or alter the shapes of the bumps by scaling in only one direction.
- ***Controls***
  - ♦ Top / Bottom clip: These are used to clip the tops and bottoms off the bumps. Clipping the top can make the bumps look more like the stones in a walkway (or like some cross section of an internal organ, or like a dinosaur leaning up against a fish tank.) Clipping the bottom makes the texture look like stones protruding out of cement (or like a dinosaur not leaning against a fish tank.) For these clipping values, note that the high range value is 1.73, not 1.0. This could have been changed but was left for the sake of performance.
  - ♦ Bump Adj: This can be used to alter the height of the bumps − and even invert them.
  - ♦ Dispersion: How much of the effect covers the object.
- ***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. As the default, the first noise function applies the slow, large waves in the skin, and the second applies the fast, small random changes in the shapes of the bumps.