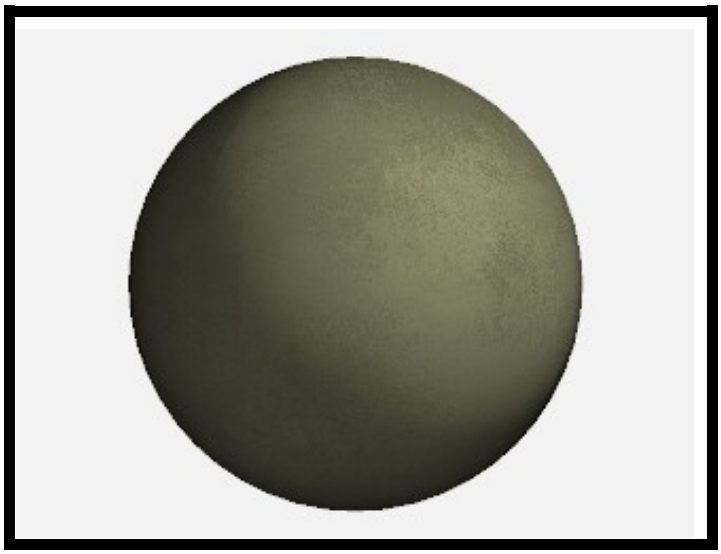
dirt.itx

Type : Color, Reflect, Filter.



This texture was made to generally dirty up objects so they won't look quite so perfect. Due to the way the noise function is applied, it can be used to do a splotchy, dusty look as well as a more even scattered dirt look. The texture's axis is used to scale the dirt particles (splotches), and by changing the position of the axes, you will get different dirt looks on objects with the same shape. Instead of applying the dirt as a color, you can also alter the object filter and reflect.

REQUESTER TABS

- ***Color***
  - Dirt Color/Reflect/Filter: These are the attributes of the dirt particles.
  - Dirt Intensity (0..1): This parameter adjusts how much of the original object's attributes will show through the dirt.
- ***Noise***
  - Noise 1 and 2: These parameters adjust the mixture and scattered look of the dirt. Setting them to 0,0,0,0 will give you an idea of the base pattern, and then adding in the noise will break up and scatter the pattern.